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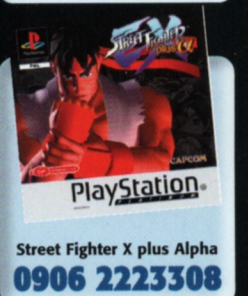
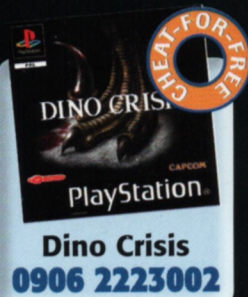
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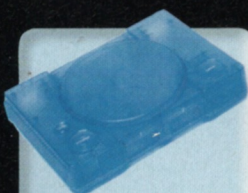
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WHAT'S IN THIS  
MONTH'S ISSUE OF  
THE BEST PSX MAG  
ON THE PLANET?

# APRIL

**EXCLUSIVE REVIEW!**

## 06 DIE HARD TRILOGY 2

The sequel to one of the most popular action/adventure games in PlayStation history gets its first review in TOTAL STATION. Have Fox resurrected a classic, or has Bruce finally met his match?

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## 54 STREET FIGHTER EX3

Love it or hate it, Capcom's immortal beat 'em-up has made it to the PlayStation2. Could the fusion of the most powerful games console on the planet and the kings of combat mean a sure-fire winner?

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At £19.99 can't afford not to buy it, and at £2.99 you can't afford not to buy this guide.

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## 140 THEME PARK WORLD

Get ready to learn how to be an entertainer with our easy-to-use theme park builder's guide.



# Edit This!

## WE NEED A HERO!

Alright, fellas! Right, none of that usual 'welcome to the latest issue' stuff, I want to level with you. I know as well as you guys that we at Total Station are the loudest on the block when it comes to sticking up for our beloved PlayStation, but in the last couple of months things have been looking a bit bleak. No matter how good the new batch of games have been, I've been haunted by images of the Dreamcast, *Crazy Taxi* and *Soul Caliber* pointing at me and laughing. Had I picked the wrong side? Of course not, but the seeds of doubt have been sewn – how could the old PSX do battle with Sega's hardware? Their games maybe shallow, but they looked so good – Sega might be on the verge of getting the upper hand. NO!

But as I sit here, banging out these words, my mind is clear, my worries gone, as I gaze upon the beauty of the PlayStation2. Sony has taken games consoles to the next level, and I had the pleasure of witnessing everything. From the glory of *Ridge Racer V* to the old school cool of *Street Fighter EX3*, the power of this monster is unquestionable. Sega haven't got a chance of measuring up, and this is only the beginning. As always, you have my word that you won't find another magazine crammed with more info on both PlayStation and, of course, PlayStation2 (well, we were the first out, weren't we!), 'cause TOTAL STATION does exactly what it says on the tin.

Until next time, thanks Sony – we all owe you one – and thank you for putting us here.

Take care  
Jim

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■ Publisher: FOX INTERACTIVE  
■ Players: ONE  
■ Released: MARCH 31st

■ Developer: N-SPACE  
■ Price: £29.99  
■ Game Type: ARCADE

# *Die Hard Trilogy 2: Viva Las Vegas*



The **original's three-games-in-one** formula was **largely instrumental** in its success. Fox Interactive have seen **no reason to change** this with the sequel, and **who are we to argue?**



## ACTION ADVENTURE

The adventure mode calls upon your shooting skills as much as exploration and problem solving. Any weapons you can amass in this mode can be used later on in the shooting mode.



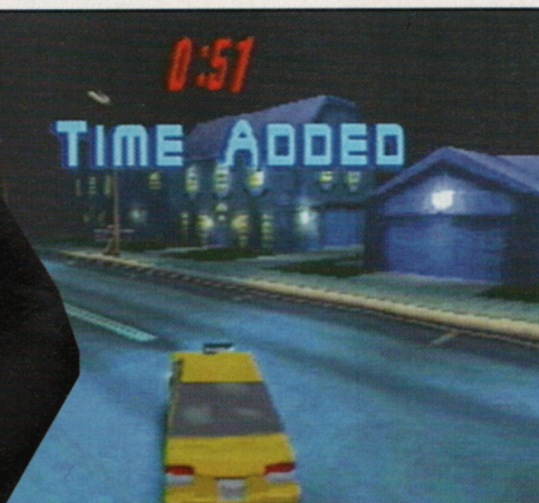
Much of the surrounding scenery can be blown to bits for no apparent reason. Cool!



The casino levels really do evoke the true spirit of Las Vegas. Check out the slots on that! Many to the pound etc.



The flame-thrower is clearly one of the coolest bits of kit to be found in the adventure mode.



▲ The rocket launcher is a devastating weapon, but ammo is limited to one shot.

**M**ovie licenses can so often fall short of expectations, especially with recent titles such as the *Phantom Menace* and *Tomorrow Never Dies* – great concepts actualised into very poor games. EA's *Die Hard Trilogy* was an exception to the movie tie-in rule when released back in late '96, and like the multi-million dollar blockbuster movies, went on to top the charts. Fox's unique approach to the game proved instrumental in its success – by combining three separate games onto the one disc, gamers felt they were getting an absolute bargain. In fact it's surprising that

few other developers have adopted this philosophy since. Of the three modes in the original, the shooting mode was undoubtedly the most popular with the majority of gamers, especially when combined with a light gun. This may have been helped by the fact that, up to that point, PlayStation owners had been positively starved of decent light gun titles. Many people went out and bought a gun just for use with *Die Hard Trilogy* to capitalise upon the 'bullet in the head' thrills that had eluded them.

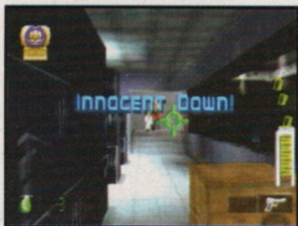
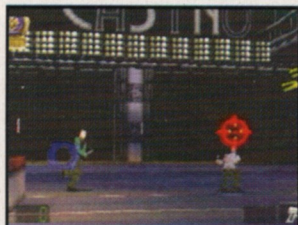
### Three in One

After the success of the original *Die Hard* game, it comes as no surprise that

### FIRST IMPRESSIONS

The adventure mode is an improvement over the last game, as is the shooting mode. As for the driving mode... dodgy – it actually looks worse! Here's hoping that things gets better as the levels progress, or else this apparently shoddy mode is going to let the whole game down in a big way.





▲ Watch out for innocent hostages in the shooting mode – shoot too many and you'll lose a life!



▲ The various sights of Vegas really do come into play in the driving sections.

## HAVE A BLAST

The shooting mode was always the best part of the original game, and the same rings true with this sequel. It's far, far better with a lightgun, though.



The shooting mode includes a practice level with cardboard cutout targets in place of real people.



The enemies come in thick and fast; a keen aim is essential to minimise damage and keep you from being killed by death.



Your opponents will take cover in doorways, so wait for them to pop their heads around the corner.



publishers Fox Interactive have opted to go for the exact same formula as last time (if it ain't broke!). Again, there's a third-person adventure mode, a first-person shooting mode, and a driving mode. Each one is surprisingly blessed with much depth and a wealth of levels. While the original was a fine game, it has to be said that it's now looking a little

games for the price of one, it's impressive enough. The game can be played in one of two ways: the Arcade mode allowing you to tackle each style – driving, shooting and adventuring – on their own; whilst the adventure mode blends the three with a linking plot driven by some very nice FMV bits. The latter proves to be the better of the two, with the storyline driving the game at a swift pace and the variety of objectives and gameplay styles keeping you on your toes and dodging boredom.

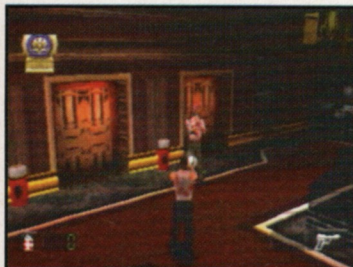
## Viva Las Vegas

As you may have guessed, *Die Hard Trilogy* hasn't got anything to do with the original movies, the only links being the central character, his vest, and loads of explosions. The introduction of a new

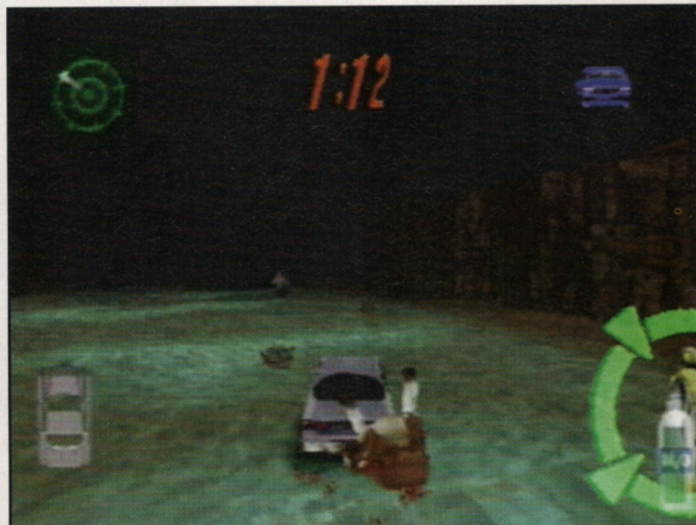
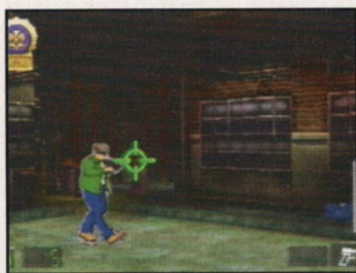
**"WITH THE SUCCESS OF THE ORIGINAL DIE HARD GAME, IT COMES AS NO SURPRISE THAT PUBLISHERS FOX INTERACTIVE HAVE OPTED TO GO FOR THE EXACT SAME FORMULA AS LAST TIME"**

dated (read as rough). So the obvious first port of call being the visuals, everything has been tweaked here, helping to bring the game up to speed. Okay, so it's still not going to outclass the brand leaders of each specific genre, but given that you will be getting three

plot is a real bonus as the developers have been able to base a storyline around the gameplay and not the opposite. Set in Las Vegas, Bruce – sorry, John – has to save the city from a bunch of terrorists blah, blah... the numerous modes all try their best to convey the







▲ "Quick, get this one in the boot, Brenda", quipped John – it's steak for tea tonight.

surrounding scenery, with the driving mode the one particular part of the game that manages to do this the best. Haring through the illuminated streets of Vegas, you'll pass more than your fair share of

Vegas setting falls largely by the wayside. Apart from the addition of a few casino levels, most of the locations are of the empty-factory/warehouse-loads-of-stuff-that-will-explode action movie setting but

weapons come in many shapes and forms, and these include a Shotgun, Machine Gun, Shock Rifle, Frag Grenades, Bazooka, Flame-thrower, and your trusty automatic pistol, of course.

## "DHT2'S SHOOTING MODE FARES PARTICULARLY WELL AS A STAND-ALONE TITLE, LET ALONE ONE THIRD OF THE GAME"

casinos and strip joints, although the only thing on your mind will be avoiding oncoming traffic, weaving in and out of street vendor's stalls, or dodging roaming pedestrians. The other two game modes take place largely indoors, so the whole

still manage to capture the more important cinematic feel.

### Deadly Arsenal

The adventure mode has clearly been influenced by a number of leading titles such as *Syphon Filter* and *Metal Gear Solid*, and while this mode comes nowhere near the sheer levels of depth offered by the aforementioned games, it's ultimately more accessible than its predecessor. While there's no sniper mode as such, there is an enhanced shooting method available in the adventure mode, which comes in useful when accuracy is called for (when taking out security cameras, for example). The

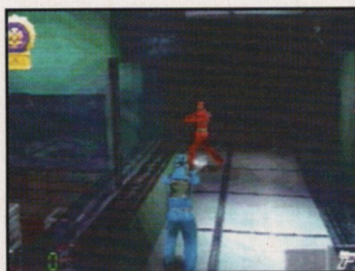
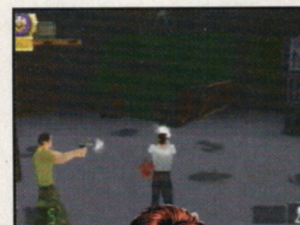
And, obviously, there's a small army for you to test 'em out on.

### West Ham United

Using a similar control method to the last game, the adventure mode is much more arcade-orientated than other similar titles such as *Metal Gear* or *Syphon Filter*. By keeping the whole thing simple, it's a lot more accessible than most, but that's not to say that it's easy, because it's not – not by a long shot! As well as dispatching enemies in your path with the variety of weaponry available to you in the game, you'll also have to complete a variety of mission objectives such as finding security cards to unlock doors. These



▲ The driving sections of the game are all varied and may incorporate hit and run tactics, or just against-the-clock racing.



## GO FOR A SPIN

DHT2's driving mode is pretty uninspired to begin with but does open up into a challenging part of the overall game. That said, you are definitely looking at the weakest aspect of the whole *Die Hard Trilogy 2* experience.



What *Die Hard*-related game would be complete without plenty of cars blowing up, right, left and centre? DHT2 doesn't disappoint in this respect.



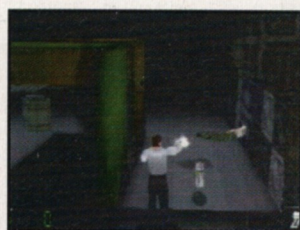
The idea in this level is to simply get to the end of the track in a limited time – easier said than done with all the obstacles in your way.



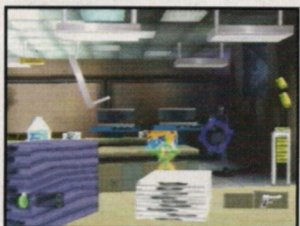
The vehicles on offer in this mode range from hatchbacks and articulated lorries, through to this ambulance and beyond the stars. No, really.



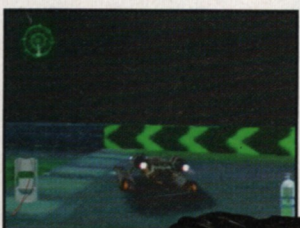




▲ Look out for the health pick-ups in the shooting mode.



▲ Shooting boxes will occasionally uncover hidden ammo stashes.



## BONUS MODES

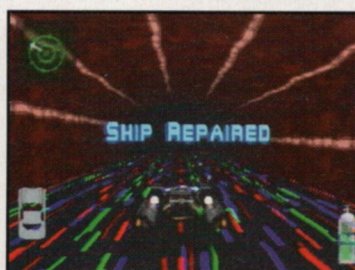
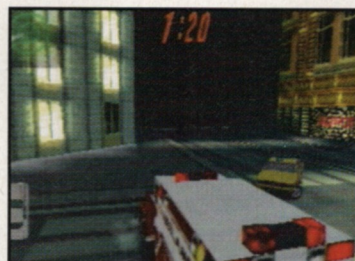
After you've completed the game, you'll be able to access one of three bonus stages, two of which are detailed here.



Wandering about the sewers as a rat with a machine gun mounted on your back is pretty, well... surreal, basically.



Now that's what I call a bonus car – this spaceship level is worlds apart from the rest of the driving stages.



charging into a room, guns blazing, then it's not going to pose too much of a problem. The lack of a sniper is a little disappointing, but there are a loads of sadistic stuff to satisfy the gore hounds.

### Livin' on a Prayer

Onto the shooting mode, and again it's clearly the strongest part of the game in many respects. Decent light gun shooters

and marksman-like shooting skills needed to get through the levels in one piece. Naturally, you'll need to watch out for innocent and bloody stupid hostages who'll cause you to lose a life by continually getting in the way (come on, if all hell was breaking loose and machine gun fire was crashing around the room, would you really run about with a target on your forehead, eh?)

aren't exactly the most taxing puzzles you'll have encountered in a game of this type, yet the exploration side of things does prove engrossing enough.

### Blaze of Glory

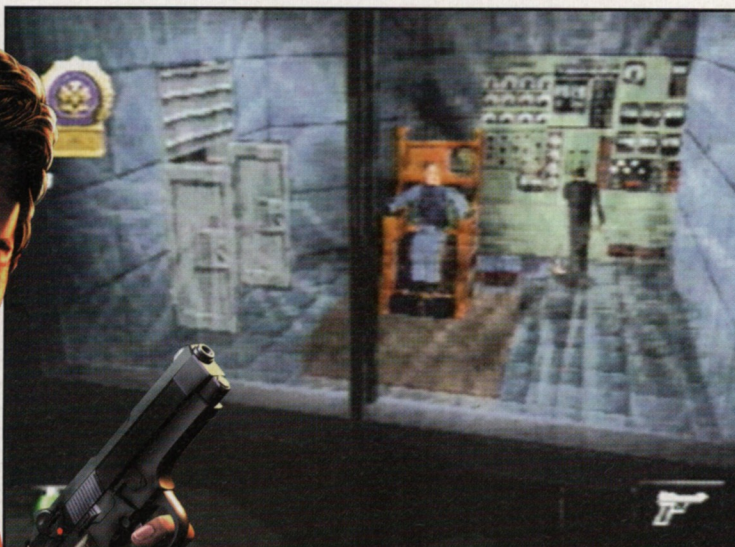
There's plenty of levels in the adventure mode to keep you going for a long while, with each level pretty vast and packed full of tool-up bad guys, intent on stopping you in your tracks at all costs. Stealth doesn't really come into play at all in this mode, which is a bit of a shame really, but there are plenty of health and weapon power-ups littered about the place, so if you take a few hits from

have always been pretty thin on the ground on the PlayStation, so this considered, *DHT2*'s shooting mode fares particularly well as a stand-alone title, let alone one third of the game. Once again, it's a fast and furious arcade style blast-a-thon, with stacks of weaponry to amass

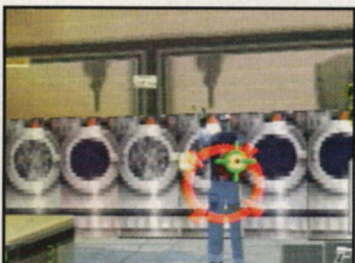
**"FOR MANY, THE SHOOTING MODE ALONE WILL BE ALMOST WORTH THE ASKING PRICE, SO THE FACT THAT THE GAME OFFERS TWO MORE GAMES IS NOTHING SHORT OF A BONUS"**

### Shooting Practice

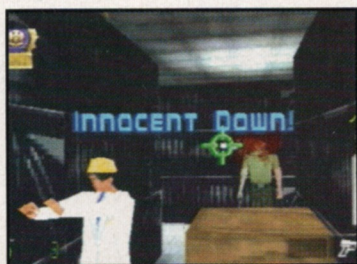
The shooting levels are certainly the hardest, without any doubt, and will take many, many attempts before you can even get past the first few levels. Once you've memorised the location of health pick-ups, ammo and weapons though,



▲ In one of the most disturbing scenes from the game, throwing the switch on the wall will burn this bloke to a crisp. Don't try this at home etc. etc.







you'll be halfway there to mastering this part of the game. Unsurprisingly, the shooting mode is a damn sight more playable with a decent light gun, so if you've got one stashed away under your bed, buried underneath a pile of well-worn stroke mags, then endeavour to dust it off by all means.

### Driven Round the Bend

As with the original, the driving mode is easily the weakest of the three and does not exactly excel in terms of handling. It's a shame really, because if the driving mode had been better, then we could've been looking at a potential classic here. This criticism aside, the various driving levels are certainly challenging enough to provide a great deal of gameplay and range from simple search and destroy missions where you have to ram your opponents into submission, to against the clock missions



where you have to get from A to B in a given time, avoiding collisions en route which will slow you down.

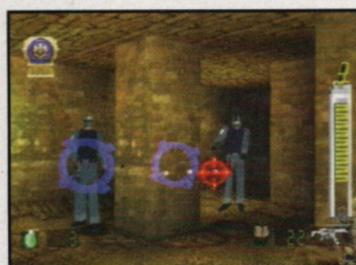
### Scanners

The driving sections are reminiscent at times of late 80s arcade classic, *Chase HQ*. You can draw your own conclusions about that! Overall, though, it's all very similar to the driving mode of its predecessor, which could be a good

### Keeping up With the Joneses

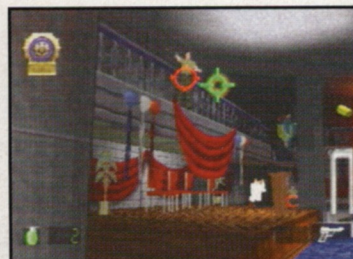
The obvious question is how much of an improvement is this over a game which was first released over three years ago? We've since seen the arrival of genre-defining blockbusters like *Metal Gear* and *Syphon Filter*, so competition is much more fierce than ever before. Well, while it's safe to say that *Die Hard Trilogy 2* is no great leap

**"WE'VE SINCE SEEN THE ARRIVAL OF GENRE-DEFINING BLOCKBUSTERS LIKE METAL GEAR AND SYPHON FILTER, SO COMPETITION IS MUCH MORE FIERCE THAN EVER BEFORE"**



thing or a bad thing, depending on which side of the fence you fall. Knowing your route will certainly help you a great deal in this mode, so the first few attempts will mainly be instrumental in helping you to get your bearings. You can use the scanner to aid you whilst driving around, although it's not the most user-friendly of devices, so you can't rely on it too much. It's a bit on the crap side. Nice one, Fox.

from the original, it has been noticeably improved just enough to keep up with the Joneses. For many, the shooting mode alone will be almost worth the asking price, so the fact that the game offers two more games is nothing short of a bonus. In all, this is as good value and playable as the original ever was, and you can't really argue with that, can you? **JOE**



### OR...

Name: <b>DIE HARD TRILOGY</b>	Name: <b>SYPHON FILTER 2</b>
Publisher: <b>EA</b>	Publisher: <b>SONY</b>
Comment: <b>VARIED IN QUALITY, BUT TOP-NOTCH AS A WHOLE.</b>	Comment: <b>STUNNING SEQUEL TO METAL GEAR'S CLOSEST RIVAL.</b>



### SECOND OPINION

#### JIM ORDERS A PIZZA

*Die Hard Trilogy 2* is an instant disappointment. Having worshipped the original – yes, even the driving mode – my first thoughts of this sequel were that little had changed. What the hell had they been doing for the last three freakin' years? Yet somewhere along the way, the old gameplay magic kicks in and the lack of graphical splendour seems to melt away. Breaking down each section in one, the exploration levels are cool, the blasting great fun, and the driving bits are cack. But when you're getting two solid games for the price of one, are you really going to complain? Didn't think so!

### KNOW THE SCORE

No great leap from the first *Die Hard Trilogy*, yet, once again, three titles in one equals a good buy.

**SOLID...** The shooting mode – vastly playable.  
**SLACK...** The driving mode – a bit pants.

**Total Station**  
**80%**



## Reader Reviews

THINK YOU'VE GOT WHAT IT TAKES TO BE A GAMES HACK? SEND IN YOUR REVIEWS (100 WORDS APPROX.) AND WE MIGHT EVEN PRINT THEM... IF WE FEEL LIKE IT.

### COOLBOARDERS 4

By Paul Jones

Snowboarding games are normally rubbish, so when there is a good one, you only give it 74% when it's worth a lot more. The games get better with each incarnation, and this fourth version is easily the best one so far. The courses have been redesigned for CB4, and the game is definitely better for it. As for that "bad two-player mode", are you sure you were playing the same game? It's ace. I think the game is worth much more.

88%

TS: We see your point, but is CB4 really that different from the others to appeal to the majority, rather than just boarding types?

### SOUTH PARK RALLY

By Aaron Cant

South Park games are all guilty of the most heinous of videogame crimes – they are totally LAME! Just copying the idea wholesale from Mario Kart and other similar titles does not make this good. The graphics are okay but pretty rough overall, and the camera angles are poor. The game is not that fast (nothing like Speed Freaks, or even Crash Team Racing), and the handling of the cars is pretty sloppy when you think about it. It's playable in a kind of 'rent it for a few days' type way, but you'd have to be pretty desperate to want to buy it. In all, I wouldn't have given it 70%. Given its lack of originality or overall sheen, I'd say it was worth more like

55%

# Readers' Lives

With a **spanking new Speedster Steering Wheel** for the Last Word, plus a **natty Logic 3 Speed Pad** peripheral for every other letter printed \*, you shouldn't need another reason to **drop us a line** with any of your **industry-related thoughts**. Actually, just write to us **about anything**, come to think of it.

## THE LAST WORD

This month's star prize – Fanatec's mighty Speedster Steering Wheel (reviewed this month on page 151)



### CROSSING THE LINE

Dear TS,

I felt I had to write to you regarding two readers' letters you printed in issue 51. One was from Mike Shuffel, regarding his son's idea for a game entitled 'Teachers From Hell', while the second was Richard Senior's letter referring to an idea for a shoot 'em-up based in a school (Nikul Shah's letter, issue 46). I consider myself to be a very open-minded parent of a 12-year old boy, and I don't have any problem with him playing games such as Resident Evil or Silent Hill, as they are so obviously make believe – after all, my son's hardly likely to go out and kick a zombie's head off when he goes into town. However, bearing in mind the recent hoo-ha over violent acts of US schoolchildren which have been linked to the playing of violent videogames, I feel both these game ideas would be grossly inappropriate and insensitive. What next? A game based upon a doctor killing elderly woman patients, or maybe a game where you have to try and crash as many trains as possible? I'm all in favour of new gaming possibilities and an overall relaxing of censorship laws, but you have to draw the line somewhere.

L. Maitland

North Shields, Tyne & Wear

TS: We can fully appreciate your concerns, which are perfectly normal for any parent of children at such an impressionable age. By printing such letters, however, we are not endorsing such ideas, and while we are aware of our moral obligations to our younger readers, we feel it

would be a touch self-righteous to get on our soapbox every time a reader sent in an idea for a morally questionable game. On the subject of the letter from issue 46 (concerning a shoot 'em-up based in a school), we did actually voice some concern over the game's content in the reply. But as fully paid up members of the SFPOZ, The Society For The Protection Of Zombies, we did find your comments concerning the kicking off of innocent zombie's heads deeply offensive.



## LOST IN THE POST...

Dear TS,

Why did the makers of GT2 insist on including a replay at the end of each race? Is there any way of overriding this?

Martin Ball, Biggleswade, Beds



TS: Err, have you tried pressing the start button on your pad? Thought not...

Dear TS,

I can't believe that Tomb Raider IV will be the last game on the PlayStation. Recently I heard of Tomb Raider II: The Golden Mask on the PC; is there any chance of this coming out on the PSX?

Helen Egan,  
Sheffield, S. Yorkshire

TS: Not likely. This was only an add-on disc with more levels, not really an extra game. Don't worry though, Lara will return on the PlayStation 2.





Send us a line at:  
UNITS 1&2, BLENHEIM COURT, MATFORD BUSINESS  
PARK, EXETER, DEVON, EX2 8PW  
or e-mail us on totplay@aol.com

## ESCAPISM

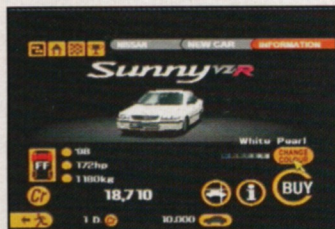
Dear TS,

Have you seen my boyfriend? He was last seen outside Virgin Megastore waiting for the store to open to enable him to satisfy his craving for *Gran Turismo 2*. Also, can you tell me why men think they're driving around in 550bhp imaginary cars when in real life they drive Nissan Sunnys? I myself would rather drive the real thing. If you do see my boyfriend, tell him his dinner is in the dog.

Robin Stephens,  
Chudleigh  
Knighton, Devon



TS: Some people do take their games a little seriously at times, but there's nowt wrong with a little escapism now and again – especially if you drive a Nissan Sunny.



## STUCK IN THE 80S

Dear TS,

It really makes me laugh when I see retro compilations of the games of yesteryear. Granted, the thought of playing such classics as *Defender* until the fuse blows on your plug is appealing at first, but hang on, haven't games got, like, a bit better over the years, or is it just me? Hmm...endless games of *Centipede*, or a two-day marathon on *GT2*? Get my drift? Games companies who compile these 'classics' should leave them in the 80s where they belong. Let's not let the games players of today believe that they are going to come close to the likes of *Metal Gear* or *Ridge IV*, because they're not. I reckon Hasbro Interactive should go and do some cooking programmes on satellite telly rather than the recent pile of cack they've been sending our way.

Francis Barker  
Stoke, Coventry



TS: These retro compilations are unlikely to appeal to most of the younger gamers who have recently bought PlayStations, but as for Hasbro's recent 'revamps' of such classics as *Centipede*, we know where you're coming from. Actually, while we are touching on this retro gaming subject, our Jim summed it up rather well: retro games are arse, plain and simple!



Do we really want this retro rubbish?

## BOY RACERS

Dear TS,

Having bought *GT2* on the launch day, a mate and myself ran to my B-reg. 1300 Escort estate, feverishly ripping of the cellophane wrapper en route. Wheel spinning out of the car park, we sped off with our shades on and arms out of the window, like Starsky and Hutch. We powerslid around corners, accelerated to max revs until the windows rattled, and tanked it to about 200 mph up the dual carriageway. Heavy braking into the roundabout, we zigzagged some kids in the road and screeched to a halt in the parking space. Leaping from the smoking wreck, we almost snapped the door key in the lock as we turned off home and away, locking girlie person in the garden so as not to be interrupted by calls of "does my bum look big in this?"

Firing up the PlayStation, we began racing in earnest, only to discover that the long-awaited masterpiece from



Polyphony Digital DOES NOT SAVE OVERALL RECORDS OR LAP RECORDS IN ARCADE RACE MODE OR GT MODE AS IT DOES IN LICENSE AND TIME TRIAL MODES. What a letdown! The whole point is to get better, faster, and more skilled. We are gutted. Please petition Polyphony Digital to fix this and exchange discs. One other moan: no qualifying. Apart from that, excellent game, and we can't wait for *GT2000* on the PS2.

Savage and the  
Suicide Budgie  
Via e-mail



(Please send in your address for prize)

## TOTALLY HOOKED

Dear TS,

I've been playing *GT2* on import for about six weeks now, and have got over 100 cars, have completed all the championships, and have got all the licenses. Only problem is, in my trance-like state, I failed to go to work, lost my job, got behind on the mortgage repayments, and the CSA are hounding me! Could you please write to them and tell them just how addictive the game is?

Bob Cowell  
Stoke



Consider it done, fella. I'll hold his attention while you call for an ambulance!

## NOT SO GRAND TURISMO

Dear TS,

I am writing to you as a very depressed man! After playing *GT2* for several hours and completing over 70% of the game, I got a terrible message on the screen when trying to



purchase another car. It said "YOUR GARAGE IS FULL!" I was so mad. Why oh why did Polyphony Digital take so long to get the game 100%, without thinking that the consumer would like to be able to collect all 600 cars! I know there is the question of memory, and that the memory card is unable to store more than 100 cars because the game is so big, but maybe they could've thought that there was a possibility of using more memory blocks for storage of cars! It was one of the parts of the game that I was most looking forward to – going to your mates and saying that you only need another 50-odd cars (a bit like *Pokémon* but in car form). Oh well, I will keep playing the game, but maybe Polyphony Digital could think about this when developing *GT2000*!



Mark Cobley  
Hunstanton, Norfolk



## MOANER OF THE MONTH

Special prize: Absolutely sod all.

Dear TS,

I've just purchased my PlayStation and two games, but I have one complaint. In issue 50, you advertised 10 demo discs on the back page, but how do you expect me, or any other PlayStation owner, to buy more than one copy of the mag to get all of the discs blah, blah, yadda, yadda, winge, moan etc. etc.

Name and  
address withheld



TS: Glad you enjoyed the free disc. It really makes our day when people are so appreciative and don't expect something for nothing.

Dear TS,

Sony need to get their act together and make some decent racing games, because at the rate they are going at the moment the N64 is going to overtake it. So Sony, make some decent games or else.

TS: Er, yeah, after all, the N64 has loads of racing games which are better than *GT* and *GT2*, while *Colin McRae Rally 2* won't be anywhere near as good as *Top Gear Rally 2* on the N64, will it? Hmmm...



Dear TS,

Only last weekend, I went to a car boot sale and I was totally gob smacked to find a Commodore Vic-20 for 50 pence. Seeing as they used to cost £150 without games, I thought it was a real bargain. Have any other readers snapped up any good buys recently? Perhaps you could do a regular feature.  
Bob 'Bargain Hunter' Bunter  
Dawlish, Devon

TS: Thanks for that. I'm sure most of our readers will clearly agree that this is quite possibly the best letter we've ever had in a kind of 'not the best letter we've ever had' type way.



# PS2

## NEXT GENERATION NEWS



**S**o it's finally here, and Japan is going PlayStation2 crazy. Of course, we know that most of you won't be playing the machine until this Christmas, but if you worked in this industry and you'd just spent the last week playing on the most powerful games console the world has ever seen, what would you be writing about? Apart from a steady trickle of big names (*Dead or Alive 2*, *Munch's Oddysee*), we're still gathering up the info on the newcomers, and judging by this month's news the future looks bright – just check out *Exterminator* and *Tomorrow Never Dies* for proof.

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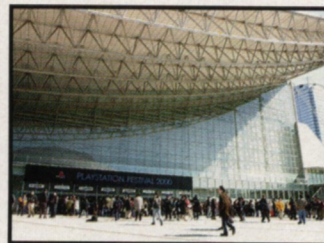
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## RIGHT HERE, RIGHT NOW...

All eyes on Sony as Japanese show leads to PS2 launch

**B**y the time you read this over two million PlayStation2 consoles will be circulating around the globe, and the games industry will be wearing their thumbs to the bone with their individual pick of the launch titles. It's been a long time coming – the announcement of the machine early last year seems like an eternity ago – but at least for now it seems that Sony has re-established itself on top of everyone else with a machine so powerful that the Dreamcast seems like a pocket calculator in comparison. It was in late February, in a city named Tokyo, when Sony stepped their campaign into second gear. It was called the 'PlayStation Festival 2000', and it gave only a small hint of what is to come.

News came thick and fast, but it was the games that attracted the most attention; playable code of *Ridge Racer V* and *Tekken Tag* stole the show, with *GT2000*



The PlayStation2 went on sale on March 4th for ¥39,800, the equivalent of £222 – not bad considering the DVD movie compatibility, but various professional analysts have stated that Sony will be losing up to half the price of each console sold because of the huge production costs (at least you know you'll be getting a good deal).

Import gamers will be pleased to know that, like the Dreamcast, the Japanese PlayStation2 will have an

**"Sony has re-established itself with a machine so powerful that the Dreamcast seems like a pocket calculator in comparison"**

taking a backseat until summer. As for new titles, it was only Sony's *Extermination* that caught the eye – this was, after all, a launch party, not a showcase for games of the future (that'll be saved for the Tokyo Game Show – check out next month's issue for our biggest PS2 news section ever!). But one interesting news bite came from a Square spokesman, who announced that Square would be teaming up with Disney to create an all-new PS2 game, headed up by several members of the *Final Fantasy* team and scheduled for a late 2001 release in Japan.

option to change the text in the boot menu to English. Contrary to previous rumours, there'll also be an option to improve textures on old PlayStation2 games just like PC Bleem!, which, believe us, works much better than it sounds and will make them look amazing – *Metal Gear Solid* will never have looked so good. With the improved texture option on, though, some games will have trouble running, and even without there'll be certain games that will be incompatible with the machine (don't worry, though, these are mostly Japanese game anyway).

Meanwhile, there were strong hints of a September 29th release for the machine in the UK, exactly five years after the launch of the original PlayStation. If Sony want to launch in the US first, they've got a tight time line to keep, but late September, which is much earlier than predicted, won't be disputed amongst anyone over here. Expect a UK price in the region of £200-250, so start saving!



The Japanese TV ad for PlayStation2





## A SILVER LINING?

### Sony's Dark Cloud comes good

**A**s we first reported in issue 51, Sony have been working on their first RPG for the



PlayStation2 for some time. It's a mysterious title that, in the wake of the recent Millennium show, has surprised everyone and left all RPG fans hungry for more. The game can be viewed from a *Populous: The Beginning* style view where you can craft and shape the landscape, and then the camera can swoop seamlessly down to a location where you inherit control over a character in the game. We still don't know much about the plot yet, but



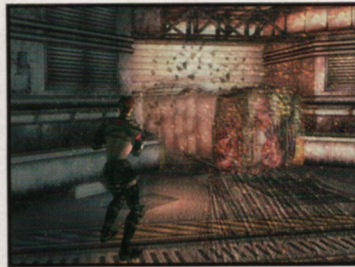
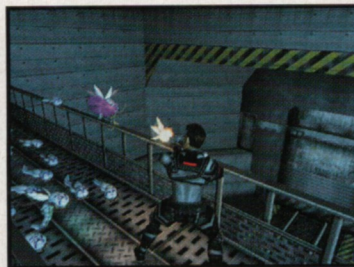
*Dark Cloud* sports a *Zelda*-style real-time combat engine, and, as you can see, looks absolutely amazing.

We'll bring you more on *Dark Cloud* in later issues. The title is due for a late spring/early summer release in Japan.



## EXTERMINATION STEALS THE SHOW

Can Sony do no wrong? Latest game announced...



**A**mazingly, despite all the titles we've been hearing about, Sony still managed to keep one in the bag for the PlayStation Festival 2000. Developed by Deep Space, an upcoming company founded by

many of the original *Resident Evil* developers, *Extermination* has been dubbed as the first PS2 "panic action title", and shoots straight into our must-have list for PS2.

Sent into a sinister scientific lab after an ill-fated experiment, it is up

to you to sort out a new aggressive species intent on the destruction of mankind. It's a real-time *Resident Evil*-style game packed full of impressive effects and an ever-expanding plot line. Much like *Half Life*, all of the story development and cut-scenes are merged 'into' the actual game, meaning that you'll still be able to control your character while major events happen all around you.

*Deep Space* has been given Sony's full backing for the project, which they're hoping could be the best game of its type on the PlayStation2, (until *Resident Evil 4*, at least).



## SILENT HILL 2 AND METAL GEAR SEQUEL PS2 BOUND

Mr Konami brightens PS2 line-up

**N**o details yet, but word that *Metal Gear Solid* and *Silent Hill* sequels are already in production for the PlayStation2 should be news enough for you. We don't need to tell you how popular both of these games are, each would probably appear in the PSX top tens for most of us, and you can be sure Konami will be pushing the PS2 as far as they can to get the most out of the new console. More details are expected at next month's Tokyo Game Show, so stay tuned and we'll bring you the latest next month.





# THE WORLD IS NOT ENOUGH FOR PS2

EA's Bond license bears its second child

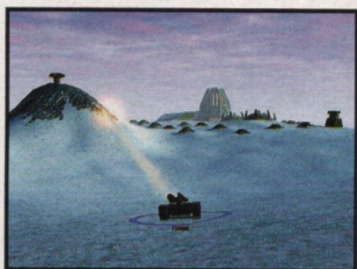


**N**ow that one of gaming's biggest tragedies, *Tomorrow Never Dies*, is safely behind us and locked in the 'do not open ever' cupboard, we can start to recall the idea of how a Bond game on the PlayStation could actually be really good. Well, EA are definitely off to a good start with their next title, *The World is Not Enough*. Due for PlayStation, PlayStation2 and PC formats, the new game is going back to the wannabe *Goldeneye*-beater label and adopting a first-person shoot 'em-up style.

The PS2 version will be the first game to use an adapted version of id's *Quake III* engine, so trust us when we say that this is going to look stunning. *The World is Not Enough* is due out towards the end of this year, with all the traditional weapons and gadgets included. The screens shown here are a mix of both in-game grabs and concept art of what the final version will look like (the screens are the ones without any characters), so enjoy them.

## LET LOOSE THE MONKEYS OF WAR

TalonSoft's first PS2 game announced



**M**ost games journalists really like monkeys – it's probably because we can all relate to them in some way – so when we first heard that TalonSoft's first PS2 game was called 'War Monkeys', we all got pretty excited. But, sadly, this isn't the game we'd hoped for. We've scanned through all the images and we haven't seen a monkey yet. Still, there's almost a year to go, so perhaps TalonSoft will announce a giant monkey boss character or something...

Ahem! Um, yes, *War Monkeys* is being developed by Silicon Dreams and takes place in the future on the planet of Primus IV. This desiccated planet has fallen victim to a raging

war between two huge armies, one of which you'll control with the intention of blowing the other's to bits. The game can apparently display over 200 different units on screen at a time, which is no mean feat, especially when it's also creating virtual battlefields up to 25 square kilometres in size at the same. It's a *Command and Conquer*-style real-time strategy game that's shaping up well.

The soundtrack is being dealt with by none other than Mr Fat Boy Slim himself, and Charlton Heston is supplying the leading voice talent (Ahhh, Charlton Heston! The monkey plot thickens!). *War Monkeys* is due later this year.



## SPARKLE & FADE

Tetris meets Guy Fawkes in the latest bizarre puzzler



**H**ere's an interesting one for you: fireworks sim meets puzzle game for the PlayStation2. Using a missile command style control system, *Fantavision* asks you to select three fireworks at a time and explode

them with the tap of a button. Where the puzzle game comes into play we don't know, but, as you can see, it looks really nice, and you can replay the levels with the addition of a camera control system if you want. *Fantavision* from Sony should be on sale now, so expect a full import review next month.

## NIGHTMARE CREATURES 2

Konami have recently announced that their action adventure sequel will indeed be coming to the PlayStation2. The PlayStation version of the game is due for an early summer release, but improving the textures and animations for the next-gen game looks likely to push it back until late autumn.



## FIFA KEEPS KICKING

Electronic Arts have given us a taste of what to expect from their conversion of *FIFA 2000* to PlayStation2. It's not yet known how or even if they'll improve the gameplay, but, as you can see, the player detail is more than impressive. *FIFA 2000* for PS2 is due out this summer.



## PS2 TINKERS ON THE EDGE

Sony border on the bizarre

**B**e on Edge is our tip for original PlayStation2 game of the year. Taking inspiration from *Parappa the Rapper*, the first music-led game, *Be on Edge* is the first movie-led game. So how's it gonna work? Well, that's the tricky part...

Along the bottom of the screen you have a series of blocks representing movie clips. You then have to drop them into the movie



reel in sequence so that they join together to make a coherent movie. Sound odd? Err, yes. Any mistakes you make will be displayed on the screen in cartoon form, hopefully along with quite a few comic consequences. This is one game that should gather quite a bit of import interest when it's released in the next few months.



## KILLDOZER

Could this be the Rise of the Robots for the PS2?



**I**t's called *Buchigire Kongou*, it involves massive mechanical machines fighting each other, and it bears more than a little in common with a certain *Rise of the Robots* game. If you don't know much about that, take a quick detour to the Directory – it was abysmal (and that's phrasing it in the nicest possible way) – but thankfully the connection here is only in the idea.

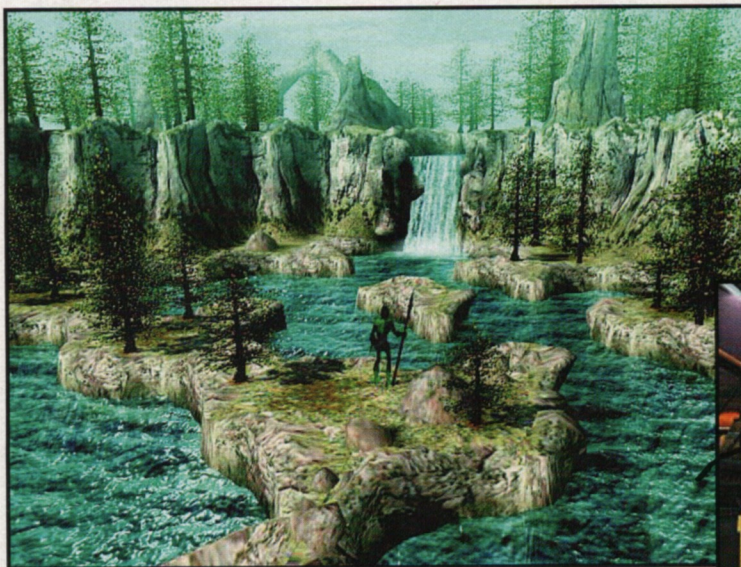
*Buchigire Kongou* is a beat 'em-up featuring giant bulldozers, and so far that's all we can tell you apart from that the screenshots look quite promising. Sure, *Rise of the Robots* was a very bad game, but the reason we all got so excited about it was because the idea sounded really good, so perhaps they can get it right this time. We'll sit on the fence with this one until we can bring you more news.

## MUNCH'S ODDYSEE SHOCKER!

Wow! Check out this news – it's amazing!

**O**nly kidding, we haven't really got anything more to tell you at all, only to remind you that *Oddworld Inhabitants* haven't given up on the game (not that anyone ever thought they would), and we still think it's going to be really good when it's released this summer (four-page preview in issue 49). What we do have for you, though, is some new screenshots of the game showing some more of the environments on show and, boy,

do they look nice. We'll give you a hefty info update soon, we promise, but we just couldn't wait another month to show you these.



## SQUARE'S PLAYONLINE DETAILS

Following our report last month, Square have announced new details of their PlayOnline Internet server for PlayStation2. Impressively, they are implementing features that will effectively break the language barrier between West and East so that you will be able to communicate to a Japanese player in *Final Fantasy XI* using symbols and icons. They also announced that the server will support both PlayStation2 and PC connections, so, yes, PC owners and PS2 owners alike will be able to log into the same *FFXI* game and play together. It's rumoured to have been designed to meet X-Box specifications; perhaps Bill Gate's new console won't be intending to compete with the PS2 after all...

PlayOnline



# COUGH, SPLUTTER, HRESVELGR!

Ahh, that's better...



If you thought *N-Gen* looked nice, then you need only look at *Hresvelgr* for proof that the grass is always greener on the PlayStation2. Actually pronounced as 'phrase-velg', the bizarreness of this game is limited to the name.

As you can see, this is a futuristic aeroplane racing game that bears more than a little in common with a certain aforementioned Infogrames game. The twist here is that you'll need to constantly replenish your fuel supply by steering through translucent bands throughout the course.

Developed by Gust, *Hresvelgr* is due out in Japan towards the end of May.

# SONY SHOW THEIR IQ REMIX+

The Einstein dance LP, or a PS2 puzzle game?

A few of you may remember a wacky puzzle game called *IQ: Intelligent Qube*, an interesting if a tad forgettable puzzler that appeared on the PlayStation a while ago. Well, fans can rejoice because by the time you read this Sony will have wrapped up the sequel to the game for the PS2 and

let it loose on the Japanese public. Apart from some much improved graphics (check out those player models) the main game additions haven't been disclosed. Still, have a quick gander at some of these rather nice screenshots and make your mind up next month when we'll have a full import review.



# EA OUT ON THE PISTE

Snowboard Super X



Here are the first shots of Sony's newly announced snowboarding game for the PlayStation2. EA claim this will be the most detailed, most authentic snowboarding game ever created, and will feature entire mountains that you'll be able to freely skate all

the way down, plus some amazing graphics and backgrounds. Coolest of all, Mix Master Mike of Beastie Boys fame is lending his talents to soundtrack, so it looks like we may well have the first *CoolBoarders* beater on the way. More news soon.

# SAY CHEESE

Mr Japan does make exceedingly strange computer games

You've got to laugh sometimes, and we'll admit that this did raise a few, err, smiles in the TS office a few weeks ago. In *Primal Image*, you have to control a selection of scantily clad ladies as they stroll around a studio having their pictures taken in a series of poses. The idea is to take the pictures at the right times in order to extend the range of poses that they can perform and, as a result, take better pictures. Yep, that's about as far as you can go with this one, so don't expect it to be breaking the headlines in the UK press. However, we've got a feeling that this might just do okay in Japan - after all, they've devoted an entire genre to the theme of love/dating sim. Maybe they're not the sad ones, maybe it's us. Maybe...



# THE HARD STUFF

The PS2 will come with one Dual Shock 2 controller, one memory card, one AV cable, and an AC power plug. But what other stuff can you get for your new PlayStation2? Here's a list of all of the hardware on sale for the PlayStation2 in Japan...

Dual Shock 2 Controller	3500yen (£19.50)	Vertical stand	1500yen (£8.50)
8MB Memory Card	3500yen (£19.50)	RF Adaptor Kit	2500yen (£13.00)
Multitap 2	3600yen (£20.00)	S-video Cable	3000yen (£16.50)
Horizontal stand	1000yen (£5.50)	DVD Component Input Cable	3600yen (£20.00)





# CAPCOM GIVE PS2 THE MAX

## Maximo info slips out

**A** lot of people have been getting very excited about Capcom's 'secret game' which they've had in development for the last few months. As it turns out, the title, which is now known as 'Maximo', wasn't the revolutionary game we'd all been hoping for, but with a return to traditional gameplay a new crowd has taken a liking to their new project.

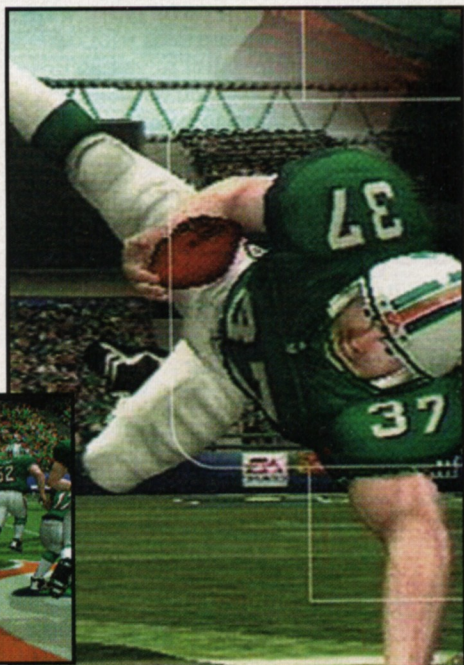
Maximo shares a lot in common with *Ghosts and Goblins* – the 3D medieval game has you battling a series of baddies and rescuing princesses who've gone and gotten themselves captured by demons and locked away inside magical towers. Princess rescuing hasn't been done in a computer game for a while, so when the game is due for release early next year we'll all be looking forward to a great platform/action adventure.



# EA GO MAD ON PLAYSTATION2

## Madden 2001 gets the go-ahead

**H**ere are the first screens of EA's next *Madden* American football game, due for release this winter on the PS2. We all know what to expect from EA Sports' sequels, so if there's a stunning revelation in gameplay we'll be very surprised, but it's sure to look great, and competition is very thin on the ground so far.



# BETHESTA DREAM ON...

## Syndicate meets Final Fantasy in latest strategy/action game



**R**elatively unknown developers Bethesda are planning to hit the big time later this year when they finally finish working on their upcoming PlayStation2 debut, entitled *Dreamland Chronicles: Freedom Ridge*.

In the game you have to recapture Earth from an alien invasion force in a series of stealthy raids on various key-facilities. It's played in both tactical third-person and action orientated first-person modes, and a good grasp of strategy is needed to position your men across town without being detected.



Although it hasn't yet been announced, there's a good chance that the game will be turn-based, allowing you enough time to make the right decisions. It looks superb, and we'll bring you more news on it as soon as we get can.



## DISNEY BRING DINOSAUR TO PS2

The game based upon Disney's upcoming computer animated feature 'Dinosaur' is already in development according to Disney Interactive. The company, which is pushing its ties in the industry after joining forces with Square (see lead news), believes that it is creating the most original and impressive game ever to be set in the prehistoric age. It should be ready for launch at about the time when the movie hits the UK this Christmas. Let's hope the game looks as good as the movie.







# PULSE

SO WHILE THE REST OF THE WORLD SCURRIES AROUND TO TELL YOU ALL ABOUT HOW GREAT THE PLAYSTATION2 IS, AIN'T IT NICE TO KNOW THAT TOTAL STATION IS STILL AHEAD ON OUR PLAYSTATION COVERAGE TOO. CHECK HERE FOR ALL THE DIRT ON DRIVER 2, TAKE A LOOK AT WHAT THE BITMAP BROTHERS HAVE BEEN UP TO OVER THE LAST FIVE YEARS WITH SPEEDBALL 2100, FIND OUT ABOUT LARA'S FIFTH PLAYSTATION OUTING, PLUS THE SCOOP ON TONY HAWK'S 2, AND BLACK AND WHITE. READ ON MY NEWS-HUNGRY FRIENDS...

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## Driver Steps Up A Gear

YOU ASKED FOR MORE, AND WE'RE ONLY TOO HAPPY TO RESPOND!

**Q**uestion: Which revolutionary street racer by Reflections managed to outsell both *Final Fantasy VII* and *Metal Gear Solid* in the UK? Yep, that *Driver* game caused quite a stir last summer, and with such a massive claim to fame behind them, it's no surprise that development house Reflections is still riding the high. They say that lightning never strikes twice, so has the team behind one of the most popular PlayStation games in the country already lived its finest hour? Not by a long way, mate. If you thought the first game was good, just wait till you see what they've got lined up for the sequel.

How would you set about bettering *Driver*? More cars? Tweaked controls? Better graphics? Sure, but these are just the tip of the iceberg as far as the *Driver 2* team are concerned. The



obvious change is the inclusion of a few new cities. New York and San Francisco are old news now — *Driver 2* will sport accurate recreations of Chicago, Las Vegas, Havana and Rio de Janeiro, but it doesn't end there. While each virtual city will once again be a faithful recreation of the actual real life city, steps are being taken to improve the realism and accuracy. For example, the third dimension comes into play



much more often; you'll get to drive along overhead fly-bys, bridges over motorways, and various spaghetti junction-esque, err, junctions. Traffic won't just follow one lane either; some cars will slow suddenly and cross lanes to get the exit, which'll be something you'll have to pay a lot more attention to as well. Turnings won't always be 90 degrees — this time it's an altogether smoother drive through the city following the inclusion of corners and bends (and the occasional hairpin).

One major addition, merging *Driver* even closer to *GTA*, is the on-foot travel idea. You'll be able to get out of a car and mosey over to a parked bus across the road, or, if you're in an extravagant mood, a monster truck, but of course this'll mean you'll stick out like





Street chaos from across the globe in *Driver*.



a sore thumb against the typical Chicago rush-hour traffic. Imagine the freedom Revolution have had to play with while creating the 40+ missions in



Did we mention the improved multi-player modes? The increased realism of the driver AI? The missions set in the ghost towns outside of Las Vegas? The

## "DRIVER 2 WILL SPORT ACCURATE RECREATIONS OF CHICAGO, LAS VEGAS, HAVANA AND RIO DE JANEIRO, BUT IT DOESN'T END THERE"

the game. You'll start off waiting by a sidewalk in your car, and then get out and follow an executive banker down the streets on foot until he catches a taxi. Later on and you'll have to quickly pick your car and tail him across town.

pedestrian behaviour that even includes buying newspapers from across the road? We must have mentioned the amazing cut-scenes and improved plot? No? Well that'll save us something to talk about in our extensive update of this potentially cool game next month.



Screenshot from *Driver*.



## TITAN-TANIC GIVEAWAY

To promote the release of the latest Simpsons graphic novel, 'Simpsons Comics a Go-Go', those jolly nice chaps at Titan Books are offering one reader the chance to win a complete set of Simpsons graphic novels. All you have to do to get your hands on this glorious set of novels is answer the question below and send it on a postcard to the usual address marked 'Mmm... doughnuts' compo.

**The Simpsons is the longest-running animated show ever – true or false?**

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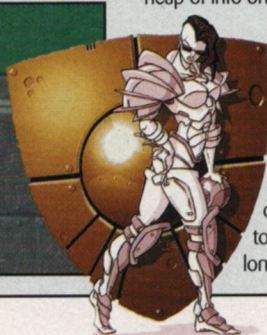
# Brothers Gonna Work It Out

THE BITMAPS BOUNCE BACK WITH SPEEDBALL 2100



As we reported last month, The Bitmap Brothers have announced that they'll be supporting the PlayStation with the third game of their 16-Bit sports smash 'em-up, *Speedball*. Along with *Cannon Fodder*, *Sensible Soccer* and *Superfrog*, *Speedball 2* was one of the defining Amiga games, and its success on other consoles of the time ensured the Bitmap Brothers' place near the top of the developer hall of fame. It was, and indeed still is, superb.

Six men a side, padded out with metal armour, thrown into a dangerously intense game where anything goes. Get a steel ball into the goal at the other end and you score 10 points – it doesn't matter how, just kick, punch and smash your way to the other end without getting knocked out in the process. We're expecting a whole heap of info on this smashing game in the next few months, but until then enjoy these screenshots we've managed to get for you, and rest assured that if the Brothers can rework their magic, this will be one of the most playable games to grace the PlayStation for a long time.





## Competition

### Win a DVD Player

To celebrate the release of *Vampire Hunters* on the PlayStation, we have teamed up with our buddies at JVC to bring you good folk a brand-spanking new DVD player and some movies to watch on it. Yep, you've guessed, we're gonna get our fangs chewing on your ass with a top-of-the-range XV-M557 player and four great DVDs – 'Blade', John Carpenter's 'Vampire', 'Interview with a Vampire', and 'The Lost Boys'. Oh, and you get a copy of the game as well.

To sink your teeth into any of these prizes, you'll have to answer one simple question and send it in to the usual addressed marked 'Bloody DVD Compo'.

If you were hunting a vampire, what would you take?

- A) Hammer and stake
- B) Steak, chips & peas
- C) Steak tartar with a garlic pottage

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## Tomb Raider V – Official

AND YOU THOUGHT IT WOULD NEVER HAPPEN...

**E**idos Interactive will be releasing another *Tomb Raider* game on the existing PlayStation format before the end of this year. Despite the gaming press being convinced that a fifth game would be saved till the launch of the PlayStation2, Eidos seem to want it a tidy

one game per year for the phenomenally successful Lara train which has now notched up over 20 million sales worldwide. Tell that to your Dreamcast owning friends ranting about how they'll be getting number IV in a couple of months. Of course we'll be bringing you more news as soon as we get it.

## It's Here In Black and White

I'M GIVEN' IT ALL SHE'S GOT CAP'N'

**C**ould it be true? Is Peter Molyneux's epic PC development really coming to the PlayStation? If rumours...

er, no, hang on... If our reliable sources are anything to go by, then it could just be.

*Black and White* is one of the most hotly anticipated games in development on the PC. Players must build and develop civilisations and then tame and control huge monsters and use them to attack other colonies while also defending their own. Think of it as *Pokémon* meets *Populous* meets *Command and Conquer* meets... no, wait, there are too many crossovers to name – just think of it as a really original title from one of the industry's greatest legends and join us in hoping that rumours come true and we'll all be playing this game by Christmas. (PC screens shown)



## THE GAMES THAT TIME FORGOT

Thrill Kill

Developer: Virgin

Last Seen: Nov '98

**P**otentially one of the the most violent and grotesque videogames ever, Virgin's *Thrill Kill* was equal measures of *Tekken* and *Hellraiser*. Based upon the bloody battles of various inmates of your local friendly mental hospital, the gameplay was simple – inflict as much damage upon your opponents and then kill 'em. The sales pitch and market hook was the removal of the health bar in favour of a rage meter. The more punishment dished out, the greater the rage, with the player finally reaching breaking point and inflicting some very messy death moves upon their opponent.

Although obviously in very bad taste, the violence and gore was strictly comic book, with the bloodshed mimicking *Mortal Kombat*

not the Texas Chainsaw Massacre. Then, with gore hounds rubbing their hands, the game vanished. With the release date pending, the licensing rights were passed over to Electronic Arts and the title was instantly dropped from their release schedule, possibly due to its sick content. Activision's *Wu-Tang* tie in featured very similar blood-thirsty gameplay, four on four action etc. but, sadly, it would seem we will never see the final uncut madman on the PSX.

**Current Status:**  
Lost In Licensing Limbo





# 4x4 World Trophy

■ Publisher: Infogrames  
■ Developer: In-House  
■ Released: April  
■ Game Type: Racing

RACING GAMES, HUH? ARE INFOGRAMES ABOUT TO UNLEASH THE BEST GAME THE GENRE HAS EVER SEEN?

**4** x4 World Trophy is a serious game for serious racers. That's not meant in the *Gran Turismo* way – 4x4 is one of those games that's aimed at a very select few of you who know and like the sport. Not that you wouldn't like it if you didn't, just that you'd, err, like it even more if you did... or something.

**"There's still plenty of potential for a decent game here if Infogrames manage to make the changes in time"**

## Lets Off-Road

You've got the choice of three main game modes, Arcade, Split Screen and World Tour, a hefty selection of cars including the military HUMVEE, and plenty of differently themed outdoor race tracks from across the globe. If you want to make the grade, you've got to master the tricks of the trade, which include things such as pumping the gas

to get extra traction on steep slopes, and laying back on the accelerator when the wheels start spinning.

## Sorted

Graphically it's not looking that bad – all the smoke effects are in there, and the cars don't look too bad either. At the moment the game engine still has a bit of tweaking to go – there's the annoying bouncing-off-trees routine, and the cars

overturn a bit too much. But there's still plenty of potential for a decent game here if Infogrames manage to make the changes in time. As it is at the moment, 4x4 isn't going to break any boundaries or steal the glory from *Colin McRae 2*, but it's a neat, simple little title that could appeal to quite a few fans of outdoor racing.



▲ 'Any game that boasts trees with holes in the middle has got to be good', said a man, yesterday.



▲ Yeah, I'm noticing something odd here too...







## A Taste Of That Disney Magic

MAGICAL RACING QUEST RACING COMING TO PLAYSTATION

**R**emember Chip & Dale? They're just two of the characters that Disney have pulled out of their unemployed cupboard to give them a new lease of life on the PlayStation. Eidos have taken up the reigns, and as you can see they've not done a bad job so far. Could this be the game to topple *Crash Team Racing*? We'll find out this autumn.



## ROGUE SPEAR

*Rainbow Six* might not have been the greatest game ever on the PlayStation, but if you've ever played the game on the PC you'll know how good it was. Its sequel, *Rogue Spear*, is gearing up to appear on the PlayStation towards the end of this year and will be published by Red Storm. If at first you don't succeed...

## Price Wars 3

Psygnosis' disappointing sci-fi sequel, *Colony Wars: Red Sun* may be about to redeem itself. Following a succession of 'it should have been so much better' reviews, it seems that Sony will be releasing the game at the budget price of £19.99. Like *Take 2* with *Grudge Warriors*, it's nice to see some publishers waking up to the call that the public won't pay top dollar for below par games.

## Sony's new £9.99 label

We've all been asking for it, and at last Sony have acted on it. We've recently discovered that they are planning to launch a brand new budget label for ageing PlayStation titles that will retail at £9.99. We've not heard which games will be included in the label, but it's likely that the original wave of £19.99 Platinum titles will lead the launch.

## This Time It's War

ACCLAIM'S AMOURINES GET NASTY

**F**rom the creators of *Turok 2* on the N64 comes *Armourines* to boost the shortage of quality first-person shoot 'em-ups on the PlayStation. Think *Quake 2* meets *Starship Troopers* and you'll be on the right lines. Strap yourself into a prototype military suit and begin a bug blasting frenzy across the globe. Following our preview last month, we've had the pleasure of sampling Acclaim's recent code, and it's shaping up just as you'd expect: the control system is fairly responsive and the levels are well structured, if still a little empty at this stage.



Everything points to a title worthy of rivaling the impressive N64 version, so the imminent review code will be hot property in a few months time. Till then, here's some exclusive PlayStation screens to whet your appetite.

## No More Delay For Rayman 2

FIRST LOOK AT PLAYSTATION RAYMAN 2

**U**t performed okay on the N64, but Ubisoft's platform extravaganza has suffered a few serious setbacks on its journey to the PlayStation. Now it seems the company is at last gearing up to release *Rayman 2* on the PlayStation this summer. We've managed to get hold of a selection of very impressive screenshots for you to feast your eyes on. We've been assured the game will remain true to the N64 roots, which, as most people will tell you, is no bad thing. Keep a look out for more on this game in the coming months.



## They're the greatest

**T**he first decent arcade racer on the PlayStation, and a near-perfect conversion at that, *Ridge Racer*'s influence on the console market is undeniably a significant one. So what one moment can be picked out from the game as its finest?



The first time you pulled off a successful powerslide, or the first time you beat the black car? What about the first time you completed a perfect lap? Well, none of these actually, because to us, the finest

moment of glory came courtesy of the loading screen, where you were transported back to the 1980s and Namco's *Galaga* sprang to life. If you shot all the ships, then you'd be awarded with all the bonus cars in the game, but how many times did you try to no avail? Eventually, most likely when you weren't even trying, you actually managed to shoot down all the ships, and what was once an arcade clone was now blessed with even more depth than before, courtesy of the new-found variety of bonus cars on offer. The fact that most of them were completely unplayable, such as the slippery Solvalou (the blue one with the unbelievably poor handling), was beside the point, of course; you'd unlocked all the cars, which was something that few had managed to do.



■ Publisher: JVC ■ Developer: JVC ■ Released: April ■ Game Type: Boxing Sim

# Victory Boxing Challenger



JVC ARE SLOTTING THEIR NEW TITLE HOPEFUL IN BETWEEN THE RELEASES OF READY 2 RUMBLE AND PRINCE NASEEM. COULD IT BE A CONTENDER?

**A**hh, the grand sport of kings. The excitement of two fully grown men punching each other until one of them passes out, a competition forged on the raw male instinct to kill, win and hurt people with pain. I reckon it'd be even cooler if they all had swords or nunchukas or something, and most of you would agree that if they did, boxing might actually spawn a few decent computer games. But what am I saying? Only a few

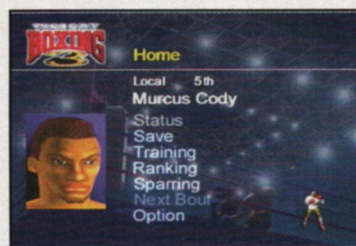


months ago we were all amazed by the playability of Midway's first take on the genre, *Ready 2 Rumble*. Could it mean that the boxing games of the future



playability, so expect new fighters, extended moves lists, and more tweakable options. Like the last few games, *Victory Boxing* has always had a strong character element. You can take the tour of the training centres and organise 'friendly' matches against an opponent. Eventually you'll work your way up to the top of the fighter list and be able to challenge for the title.

**"JVC seem to have accomplished the expected graphical rehash, but as always the strength of the sequel is in the improved playability"**

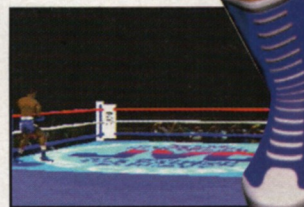


might actually be worth a longer look? We'll find out very soon when JVC release the third game in their persistent *Victory Boxing* series.

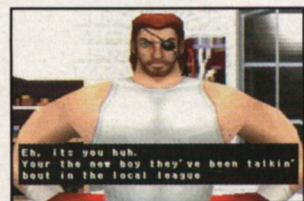
So what's new for the third game? From early preview versions JVC seem to have accomplished the expected graphical rehash, but as always the strength of the sequel is in the improved

## I'm Living in a Box

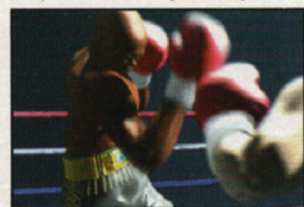
As we write this the game has still got a way to go. The previous games in the series haven't performed badly, but with the arrival of *Ready 2 Rumble*, Midway have upped the ante and now JVC have some real competition. Who will come out on top? We'll find out in a few months.



▲ Sadly there's no option to shave your opponent during a bout. Oh, mate! Is it really fun to stay at the YMCA?



▲ After the Inkewarm reception to his last movie, Snake Pliskin has really let himself go.





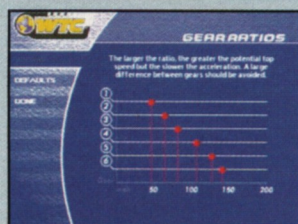
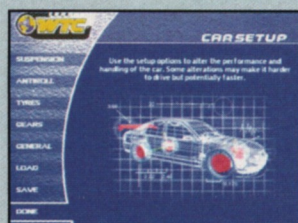
## PULSE CLOSE-UP



- Publisher: Codemasters
- Developer: In-house
- Players: 1-2
- Released: May
- Game Type: Racing

## WTC World Touring Cars

FOR MANY, THE TOCA SERIES REPRESENTS THE PINNACLE OF RACING REALISM ON THE PLAYSTATION. HAVING PLAYED THIS THIRD INSTALMENT, IT LOOKS LIKE CODEMASTERS ARE ABOUT TO REWRITE THE BOOKS ONCE AGAIN.



The car set-up options have been further expanded this time round.

**T**he TOCA series has long since been regarded as top choice for those who are serious about their racing games, with realism being the key word here. Sure, the large number of F1 games on the market may pander to realism too, but they more often than not offer a dull racing experience, being much too realistic for their own good. How many people can honestly say that they enjoy a driving game in which it is almost impossible to get 500 yards without crashing headlong into a barrier?

### Leader Of the Pack

F1 games sold well back in the day of *Psygnosis' F1* and *F1 '97*, but after the squillionth sequel, it has to be said that

the novelty of such titles was beginning to wane. Sony's *F1 '99* didn't exactly perform too well, did it? The TOCA games, on the other hand, have always offered much more in the way of accessibility, proving much more playable in the process. Combined with a decent steering wheel, both of the TOCA games have been widely hailed as two of the finest driving titles around.

### Top Trumps

So, with this long-awaited third instalment, all eyes are on Codemasters to see if they can come up trumps once again. Graphically, this early code is a blinder and looks a great deal smoother than the other two ever did. Gone are the box-shaped cars



of before, replaced with some much sleeker looking models. New additions to the TOCA range will now include European giants Fiat, Alfa Romeo, BMW and Bentley, while Japanese manufacturers will be further represented with the inclusion of Mitsubishi, Toyota and Mazda.



# CRASH, BANG, WALLOP!

The *TOCA* games have always concentrated on delivering realistic crash physics. Here, your car will become progressively damaged after each collision, no matter how small.



Bumpers will become detached from your car, swinging about realistically as you speed along.



Who needs flamin' bonnets anyway? They're merely cosmetic luxuries, aren't they?



Getting bored of this entire racing lark? Turn around and play demolition derby, then.



Graphically, the game is much smoother than previous installments in the *TOCA* series.

## Mustang Sally

Old favourites from the last games will appear once more, with further additions being added to their range, such as Audi's TT, Peugeot's 306, and Ford's Mustang and Mercury Sable. We are promised that more cars will be added to the final code, but it does look like there'll be much greater choice here than ever before. OK, so there'll be nowhere near the amount of cars on offer than there was in *GT2*, but then, much more attention has paid here to delivering the most realistic handling physics as possible.

## Broken Glass

It's not just realistic handling that we can expect here, though, because the crash physics have also been implemented and are looking pretty sweet. Bumpers desperately clinging to your car, bonnets flying off, windscreens shattering on impact – these are just some of the things which you can expect from this latest in the *TOCA* franchise: ultimate and unforgiving realism.

## Dirty Driving

Again, the circuits in the game will all be based upon real-life circuits and will ape their real-life counterparts perfectly. Tracks come from around the globe and include

work, with the game's computer-controlled racers some of the most ruthless and downright dirty drivers to be witnessed in a driving game. You'll need to keep an eye out in front and behind you at all times!

## Dirty Dancing

In all, while this is still early code, we're already suitably impressed with the noticeable improvements over the last game. Considering that you can now alter the car set-up much more than before, *WTC* does look like it's going to offer a much more complete driving experience than ever before. As long as the multi-player mode is up to scratch, then we're surely looking at a potential

**"YOU CAN NOW ALTER THE CAR SET-UP MUCH MORE THAN BEFORE. WTC DOES LOOK LIKE IT'S GOING TO OFFER A MUCH MORE COMPLETE DRIVING EXPERIENCE"**

locations as diverse as Mexico, Japan, North America, and Australia. Computer AI has also benefited from a great deal of

winner on all counts. Rest assured, we'll be on the grid before anyone else in order to give you a full review.



Pile-ups like this can often occur at the first corner, so it's best to keep your distance for a while.



The in-car view looks great, complete with authentic looking driver's hands.



New manufacturers will include European giants such as Alfa Romeo (pictured here).



## Competition

### Hardcore Giveaway

TOTAL STATION has teamed up with Acclaim to give you lucky readers the chance to win yourself a copy of their recent *ECW Hardcore Revolution* plus a copy of the official *Player's Guide* to go with it. So if you fancy winning yourself a blood soaked alternative to THQ's *WWF SmackDown!*, just answer the question below and send it to the usual address titled 'Come and have a go compo', 'cause we've got a whole pile of them to throw your way!

Which of the following wrestlers fights in the ECW?

- A The Rock
- B Sabu
- C Big Daddy

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## Tony Hawk's 2 On PSX

ACTIVISION MAKE SEQUEL NEWS OFFICIAL

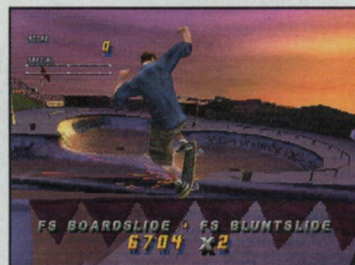
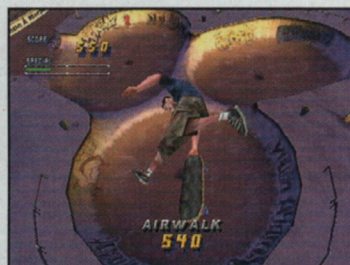
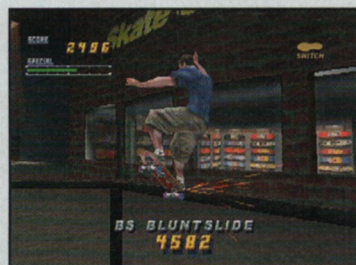
**D**espite competition from *Thrasher*, *Tony Hawk's Pro Skater* is still the undeniable king of the skateboard game, but not for long. Activision recently announced that Neversoft, the same company behind the original game, are already working on a sequel due for release later this year in the UK.

As well as an impressive list of new

moves, tricks and combos, new features include a skate park editor, an excellent create-a-player option, and a massive selection of new locations including New York City, Marseilles and Rio de Janeiro.

Other additions to expect include a split screen mode, a tag-style graffiti mode, and a massive range of other sub and mini games.

More as we get it.



## Want To Be a Jedi?

MORE ON JEDI POWER BATTLES



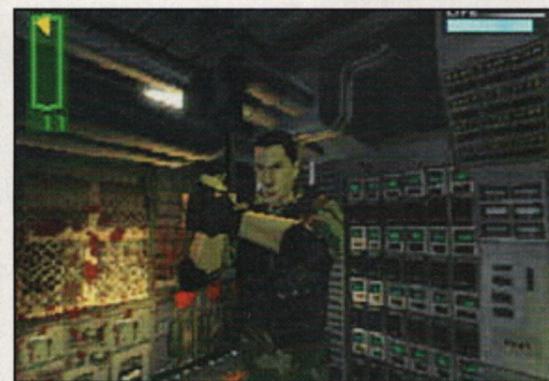
**L**ucasArts continue to release a steady stream of screenshots for their next PlayStation only title, *Star Wars: Jedi Power Battles*. It might not look it, but the word is that similarities between this and the ill-fated *Episode 1* are minimal, which can only be a good thing.

In the new game you take on the roles of either Qui-Gon Jinn, Obi-Wan Kenobi, or one of three other Jedi characters that featured in the film, and make your way through a series of levels waving your light sabre at a barrage of bad guys. Although the game uses characters from the first film, it won't follow the plot like the last game, so hopefully LucasArts can come up with something really special this time.

## Sony's Wild Ride

TOTAL STATION CHASES THE EXPRESS

**A**fter playing the import version of *Chase the Express*, we just had to tell you about it before our full import review next issue. As the name implies, the game is set on and around a train and is far from being a spoddy train spotter's dream. In actuality, the game could pass for the illegitimate love child of *Metal Gear Solid* and the train level of *Goldeneye*. Sounds promising, eh! If you want to know more about this sure-fire hit, be sure to check out our next issue where we will be buying a return ticket and riding the express all the way into the station.





# X-Men Mutates Onto PlayStation

ACTIVISION UNLEASH X-MEN: MUTANT ACADEMY

**U**ue to hit the UK this summer in time to coincide with the movie, *X-Men: Mutant Academy* looks like it could be one of the best beat 'em-ups to appear on the PlayStation for a long time. Playable characters include Wolverine, Cyclops, Storm, Gambit, Beast, Phoenix, Magneto and Sabertooth, each complete with all of their trademark moves. Expect plenty of projectile attacks and a lot more aerial attacks than your average two-on-two beat 'em-up. Our verdict? It's looking



good. Check back in later issues for the full preview.

## PSX To Boldly Go...



### STAR TREK: INVASION TO BE FIRST PS TREKKIE TITLE

**T**hanks to Activision and Warthog, the PlayStation is about to receive its first game set in the Star Trek universe.

*Star Trek: Invasion* is a *Wing Commander* inspired game based around the exploits of Captain Picard and the rest of the Next Generation crew.

It's just one more day in the life of a Starfleet captain, this time having to defend the Federation from the Borg, a renegade faction of Klingons, and one other race entirely new to the series. Following on from the last *Star Trek*: The Next Generation movie, *Invasion* is

set two years after *Insurrection*, so expect a few tie ins.

*Colony Wars: Red Sun* may not have lived up to the hype, but it looks like that Activision have got their fingers on the pulse. *Invasion* could be the game to steal the sci-fi crown from CW: *Vengeance* with superior graphics, impressive enemy AI, and interesting 'dodge' techniques to avoid enemy fire. As long as Warthog don't mirror the plodding nature of the series, this could be the PlayStation answer for Trekkies and sci-fi fans alike when it's released later this year.



## Landmarks and then some

### ISS PRO

**I**t is always the same story when it comes to superstars, however big or small! To cut to the finest points of a career, you have to sift through the chaff and filter out the chuff. Like Stallone was a dirty porn star before he made it big as the muscle twitching Rambo, and, likewise, Schwarzenegger had breasts and a hairdo that would have shamed a mullet convention before becoming an angry cyborg in the *Terminator*. Some games have shared early aberrations before

cutting the proverbial mustard later on. Let us first introduce you to *ISS Deluxe* and then move forward to the memorable *ISS Pro*.

*ISS Deluxe* was released back in 1996 simultaneously with *ISS Pro* at a time when the PlayStation desperately hankered for a good competitor to *FIFA*. They were more or less the same game, only one was a tribute to Konami's excellent gaming technology and the other was the bowel contents of a diarrhoea-stricken dung beetle feasting on a banquet of Ex-Lax and chilli. *ISS Pro* captivated its PlayStation audience with gameplay that was second to none and a fluidity that has carried the

series well into the new millennium. Without *ISS Pro* all those years ago, our football lives would be conclusively EA Sports oriented, so we salute Konami and offer them our debt of gratitude. Having begun life on these shores with a twin brother who would be the gaming equivalent to Les Dennis, *ISS Pro* proved a prosperous future does not always have the most glamorous of introductions - just ask Arnie's hairdresser.

## Heaven and Hell

THE FORCES OF GOOD AND EVIL GO HEAD TO HEAD IN THE MONTH WE CALL MARCH.

The PlayStation2 is here! It's here, the second generation of Sony hardware has been unleashed, and the world will never be the same again. We're in the mood for love, simply because it's Sony!

American Beauty, Toy Story 2 and The Green Mile for proving that Hollywood can still make movies with heart, and not simply churn out complete and utter cack (see *Scream 3* and *The Beach* for further details).

Sony, Fox Interactive and Codemasters for finally dispelling the harsh rumours that the PlayStation is one its last legs. Oi, Butt Wipe! Have you seen *Syphon Filter 2*, *Die Hard Trilogy 2* and *Micro Maniacs*? Thought not!

Our Jim Lad and the boy Will for insisting that *Wild Wild West* and *American Pie* (respectively) were actually worth watching! Was it painful having your taste in films removed? Let's hope so, dem crazy fools!

Jay Sharpley for waving a tearful farewell to the world of Infogrames' PR - you'll be seriously missed, you taking us to Paris and getting us a spin in a flash sports car type top bloke. Take care, mate.

Dreamcast owners banging on and bleeding on about how great their new console is and how it's going to wee all over the PlayStation2. Don't make us come round there! Bunch of talking out of their bottom morons. Yeah, come on then!



## This Month...

### Syphon Filter 2

Well, considering the quality of the first game, it's no surprise that this is doing well on the TS time charts. Sony have taken a decent formula and made it even better. It's the game that *Tomorrow Never Dies* should have been. It's big, it's tough, and it's our pick of the month.

### Vagrant Story

Now we've all seen *Parasite Eve 2* and *Vagrant Story*, Squaresoft have proved that they can make more than RPGs – they're pretty darn good at adventure games too. Sure, this might be a Japanese import with more than its fair share of text problems, but there's no denying that this is a quality game throughout.

### Die Hard Trilogy 2

So Bruce is back again and larking it up in Las Vegas. No awards for innovation or plot here, but Fox Interactive obviously know what they're doing when it comes to sequels. It's bigger and better than the last game in every department and well worth a look. Shame we couldn't get it to work with our light guns, though.

## Pammy gets the VIP treatment

TV SHOW GETS PSX GO AHEAD

Ubisoft recently announced that the Pamela Anderson-Lee vehicle 'VIP' is getting the PlayStation treatment this November. The TV show first aired in 1998 stars Pam as Californian bodyguard Vallery Irons, protector of the biggest Hollywood stars, and Pam will also be lending her talents to the game which is currently expected to be a 3D action/adventure romp.

A PlayStation2 version of the game was also announced. We'll bring you the first screens soon.



## More Final Fantasy Movie Details

SQUARE MOVE CLOSER TO HOLLYWOOD FAME

As we recently reported, the official website for the Final Fantasy Movie is now accessible, and Square have posted new details regarding their upcoming Final Fantasy movie. First

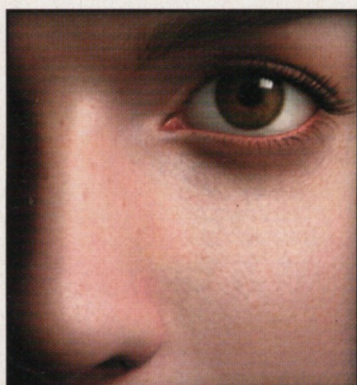
footage of the film can be downloaded. Although it's pretty short, the detail in the scenery is stunning and the characters look almost as real as, well, real life characters.

You can also find profiles of the main voice talent for the game that includes Alec Baldwin, James Woods, Donald Sutherland, and Steve Buscemi. Here's how the site describes the plot of the game – it's a tad vague, but seems to be related to *FFVII*:

"Set on Earth in the year 2065, destruction and confusion surround us. Cities are deserted, the population is decimated, and the precious few humans who remain must find a way to survive. In this world, we face death as we part with our loved ones. We begin to question what 'life' and 'love' is, and what is the philosophical definition of the 'heart.' After all in this world, science has

analysed life and death, expressing life as a form of energy. Beyond the riveting battle scenes, Final Fantasy will take you on a journey of personal discovery into both the real and fantasy worlds, drawing you deep into its characterizations and themes: love, friendship, dreams, adventure, life and death."

Sound interesting? As usual, we'll be bringing you more on this as we get it, but if you can't wait, check out the web site at [www.finalfantasy.com](http://www.finalfantasy.com)



## Charts

Aw... so this is the last time we'll ever be able to shout about *Tomorrow Never Dies*, since you've finally stopped buying the game and it's disappeared without trace off the bottom of the charts, hopefully never to return. If you haven't guessed, slating that game has become a bit of a habit in the TS office – we'll almost miss it.

After smashing UK sales records, *GT 2* is still floating high in the charts at number 2, but Capcom's third *Resident Evil* game, *Nemesis*, stormed in at number one as expected. Next month's big entries include *Syphon Filter 2*, *RE: Gun Survivor*, and *WWF SmackDown!* Which one'll take the top spot? That's a tough one, but it looks like they'll be some change in the top five over the next few weeks.

Obviously PS2 is taking up most of our time at the moment, but only *Ridge Racer V* stands out. With so many other great games in on PSX, it's been hard to find the time.

Anyway, here are the official charts for the week ending 4th March 2000.

### TOP 10 UK

- 01 Resident Evil 3: Nemesis
- 02 Gran Turismo 2
- 03 Toy Story 2
- 04 ISS Pro Evolution
- 05 Medal of Honor
- 06 Superbikes 2000
- 07 International Track and Field
- 08 Final Fantasy VIII
- 09 A Bug's Life (Platinum)
- 10 FIFA



### TS TOP 10 UK

- 01 Ridge Racer V
- 02 WWF SmackDown!
- 03 Syphon Filter 2
- 04 Street Fighter EX3
- 05 Vagrant Story
- 06 Fear Effect
- 07 Micro Maniacs
- 08 World Touring Cars
- 09 Die Hard Trilogy 2
- 10 Gran Turismo 2







FINISH

# Burn Water!

THE NUMBER 1 ARCADE SMASH POWERS ITS WAY HOME.  
IT'S THE MOST INTENSE RACING ACTION YOU'LL EVER FEEL!



"Hydro Thunder is an ace driving experience. Each course is packed with obstacles, competitive racers and wicked shortcuts - Cool or What?"



"The courses are imaginative and careering over ramps into the great unknown provides an exhilarating rush. The perfect recipe for a water racer!"



"If you're after an insane wet and wild, high-powered racer, then dive in and take the plunge!"



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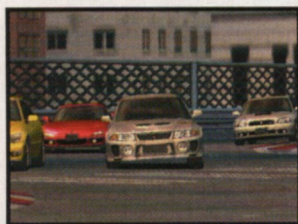




Does this game really need an introduction? Err, okay: Sony's *GT2* is coming to the PlayStation2. Can I go now?

# GT 2000

Publisher: **SONY**  
Developer: **POLYPHONY DIGITAL**  
Released: **SUMMER 2000 (JAPAN)**  
Game Type: **RACING SIMULATION**



**W**e might not be Trekkies, but sometimes even we can appreciate how revolutionary Star Trek has been. One of the great things about it is that it has kept all the sci-fi freaks busy learning Klingon, collecting Tribbles, and off the streets. But, more crucially, creating a universe of that detail is pretty impressive by anyone's standards.

## Warp Drive

In a vaguely related way, you could lead on to say that *Gran Turismo* is to racing games what Star Trek is to science-fiction. It's a massive, revolutionary racing game, and its sequel is now the template for all would-be racing game developers across the world, so it's hardly surprising that *GT 2000* is one of the most anticipated and sought after racing games the gaming world has ever seen.

## And So On...

Right from the start, this was the game that Sony were pushing, the game that they would use to showcase the PlayStation2. Even knowing the power of the machine, the first image Sony released still seemed like artwork, but after being given the opportunity to see the game... well, you can see for yourself how great the game looks, and any one of these images would have been good enough to stick on the box covers of the

competition. It makes you want to go back through time and meet yourself with a copy of this game and a PlayStation2 and say 'ten years mate, ten years'.

## Blast From the Past?

What most of us have been expecting over the last year was a graphically enhanced version of *GT2*, a game that would take the







Err... The new smoke effects look cool as well.

This shot shows off the improved suspension.

basic formula of the critically acclaimed PSX game and inject some next generation graphics, all of which could easily be done fast enough to get it ready in time for the launch. Somewhere along the line Sony have decided to use more than the graphical power of the PlayStation 2 to improve upon the gameplay as well. Surely a bonus, you might think, but it comes at the expense of a hefty delay until this summer in Japan. But of course we'll all be expecting it to be converted in time for the UK launch.

## Spank!

When it comes to improvements, we're still expecting some big announcements from the big cheeses at Polyphony, but early impressions of the game suggest that the handling of the cars has been tweaked even more, and the game will now make use of the analogue buttons found on the Dual Shock 2, so pressing the buttons down harder pushes your car faster. There's also a

**"Right from the start this was the game that Sony were pushing, the game that they would use to showcase the PS2"**

greater illusion of detail this time around, and you'll notice slight lapses in grip or control visually – for example, when the superb smoke effects shoot out from between the tyres, and rubber



Once again, the replay mode will employ clever camera angles for your pleasure which can then be saved onto the memory card.



trails on the road. Suspension is another notable improvement – bumps shake each wheel individually, cars lean into corners etc. With so much more visual information being thrown at you, there's a lot more to react to on screen, and so the game becomes more complex, more challenging, and more realistic.

## You Know

If you thought *Ridge Racer V* was good, just wait till you see this. Sure, there were rumours that Namco's launch game was rushed to meet deadlines, but Polyphony have been carefully taking their



We guess you could fault the game by complaining about the lack of detail underneath the cars.



Multiple cars, no loss of detail, no drop in frame rate – only on PlayStation2.







# DEAD OR ALIVE 2

It's not even been released yet, but has *Tekken Tag Tournament* met its match already? TOTAL STATION gathers up the gen on Tecmo's *Tekken* challenger.

Publisher: **TECMO**  
Developer: **TECMO**  
Released: **MARCH**  
Game Type: **BREAST 'EM-UP**

**B**reasts – one, nay, two of the most powerful forces in... Well, okay, marketing is only one example of their many talents, but it's also a good one. Take *Tomb Raider* for example: where would Core have been if their marketing boys and gals had to promote Laurence Croft as the front man of their latest action game? Let's face this reality of the modern world: cleavage sells, no doubt about it. Tecmo knew that when they went up against *Tekken* a few years back – it's got to be the

*Alive 2* was one that only lasts six months and only applies to the US. It's now been announced that *Dead or Alive 2* is due for the PlayStation2 in Japan very shortly – so soon, in fact, that it could even be released on the same day as *Tekken Tag*. So, as the PS2 nears its one-month birthday, it will already have two sure-fire hits in the beat 'em-up genre, which by our reckoning draws level with the Dreamcast and works out as two more than the N64. Not a bad start, huh?

**“Where would Core have been if their marketing boys and gals had to promote Laurence Croft as the front man of their latest action game?”**

easiest way to compete with the undisputed king of the beat 'em-up. Rumours were the *Dead or Alive* programmers spent more time modelling the breasts than anything else in the game. Can't figure why...

## Bouncing Back

Moving on but keeping up with the knockers theme, Dreamcast owners couldn't have been too happy when they heard that Sega's so-called 'exclusive' agreement with Tecmo's *Dead or*

## Asking for it

So apart from a few scantily clad females with accurately modelled chests, what else is there that makes this game worth buying? (Yeah, yeah). *Dead or Alive* was the PlayStation's answer to *Virtua Fighter*, but most of us PlayStation owners voted it better for no other reason than we hated the Saturn. Unlike *Tekken*, the game uses a block button as opposed to just holding back. But this is no ordinary block button. Instead you could use it to evade







The 'bounce' was actually taken out during the PAL conversion of the last game. Will it happen again?

attacks and then mount your own, a system which has been improved upon tenfold for the sequel and leaves characters constantly ducking and weaving away from attacks. You'll be able to evade in a certain direction and make use of the full 3D environments just like *Soul Calibur*. Make a wrong move and it won't do you any good, but go the right way and you have the chance to pull off a selection of impressive counters and throws.

### In the Area

Then you've got the arenas. Remember *Ehrgeiz*? *Dead or Alive 2* uses the same multi-layered levels as that game but pulls it off so it's still fun to play. The last game had danger zones around the outside of each arena – players knocked into the zone would lose health and bounce back. The sequel's danger zones include unstable generators and giant fans in the middle of the arena. Some stages have multiple levels such as the Cathedral, where you start within an old bell tower but you can kick your opponent out of a glass window and continue the



Star Trek Voyager's Tuvok shows off the new Starfleet uniforms blatantly inspired by the Teletubbies.



Um, er, can we even print this?



fight on the ground below, or the city level where the fight can move from the top of a huge skyscraper down through several other levels and end up on the streets below, or then there's the opera house where you can throw people over the balcony... I could go on, but suffice to say each level has its own special feature which makes playing in it almost seem like playing an entirely new game.

### Just Keep Moving

Okay, so we haven't even mentioned the depth of the move list yet and there's not much room left, but then going into detail on that would warrant an extra two pages in itself. Trust us when we

**"You start within an old bell tower, but you can kick your opponent out of a glass window and continue the fight on the ground below"**

say there's a lot more to each character than their bra size. There are a lot of moves, counters, breaks and combos, and that means a lot of depth. Oh, and there are also seven different game modes (tag, arcade, time etc.), one of which is the Super Real Tag Mode that lets four characters battle it out simultaneously using a multi-tap (yeah, that's simultaneously as in four players on the screen at once. You like?). All in all it looks like the battle between this and *Tekken* is going to go closer than anyone expected. With a bit of luck we'll be able to give you the verdict on the breast (ho, ho) PS2 beat 'em-up next month.



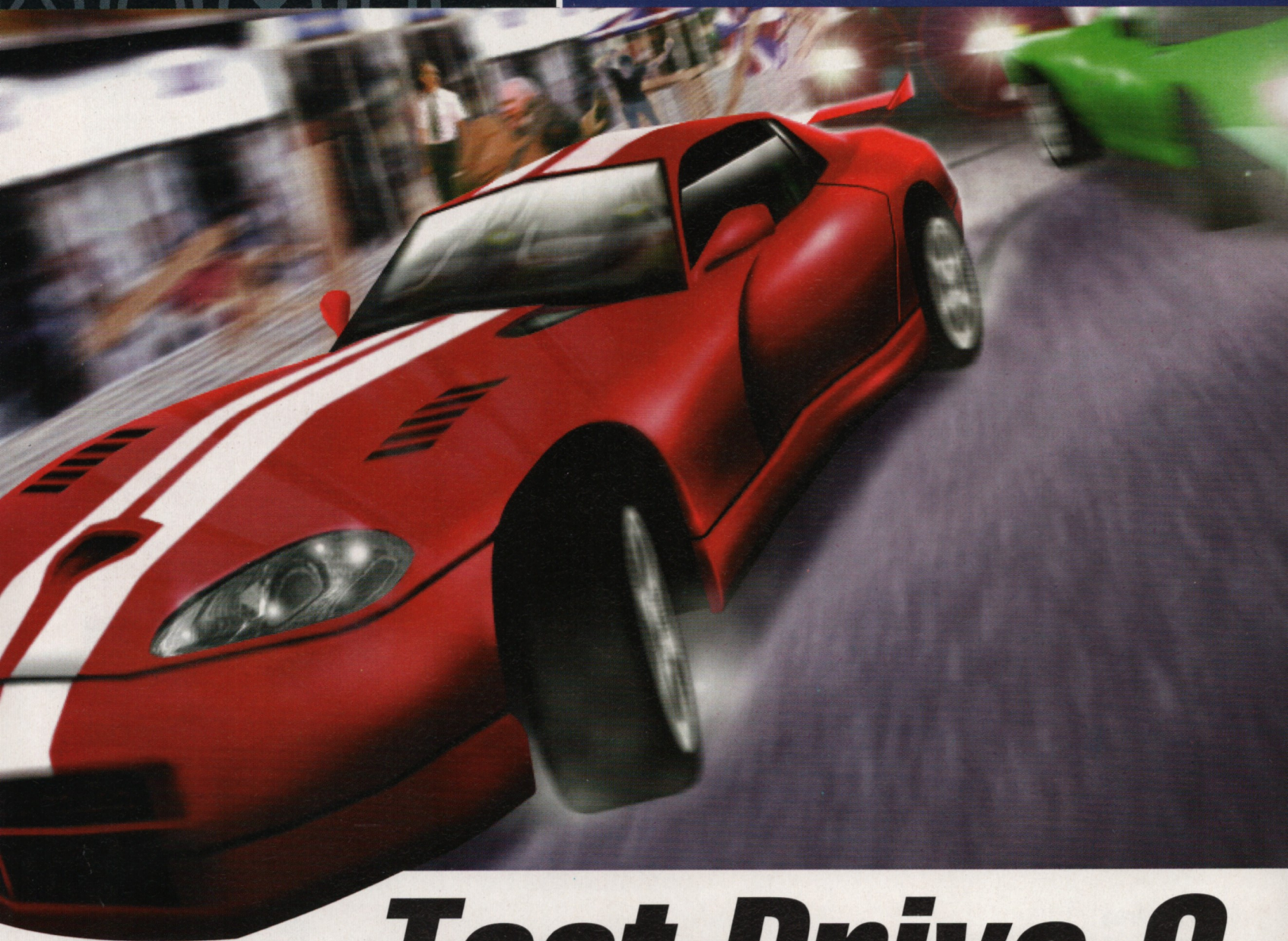
Come to me, sweet thing...



'It was a teenage wedding and the old folks wished them well...'







# Test Drive 6

*Fed up with the unforgiving realism of titles such as GT2? Then this arcade racer, the sixth in the long running Test Drive series, will be right up your street.*

## GREAT EXPECTATIONS

*Test Drive 5* was a perfectly playable arcade racer, with pretty good graphics to boot. While this isn't exactly a massive improvement over the last, let's hope that the addition of the new racing modes and car tuning options will give it enough of an edge.

**Y**ou've got to hand it to the Americans, haven't you? Their *Test Drive* and *Need for Speed* series have been going since the birth of the PlayStation, and while they can't hold a

American driving series have had their moments in the past and offer just the sort of arcade-related thrills that some more realistic driving games lack. Given the police pursuit mode here (also included in *Test Drive 5*), at least the game offers something out of the ordinary.

Lotus and Aston Martin, to big American muscle car manufacturers such as Dodge and, of course, Ford. The cars don't exactly mirror their real-life counterparts, and are ultimately more stylised to fit the whole game's graphical appearance. Locations are spread across the globe,

**"Collisions won't damage your car, but they will slow you down as you spin through the air, landing in a hedge somewhere"**

candle to anything the Japanese have turned out (namely *Ridge Racer* or *GT*), they still keep struggling on regardless. That said, both these long-running

## FULLY LICENSED

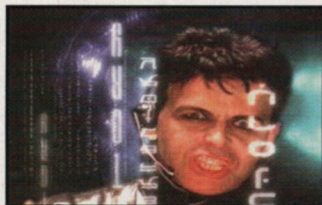
The 40-plus cars are fully licensed and represent the world's finest manufacturers, from the UK's Jaguar,

with each setting incorporating well-known monuments such as London Bridge in the London course, the Eiffel Tower in the Paris stage etc. The various



## RE-RECORD, NOT FADE AWAY

One notable addition to this latest game in the series has to be the fact that the developers have dragged Gary Numan out of semi-retirement to re-record his seminal 80's classic, 'Cars'. Was this such a good idea? Answers on a postcard please...



Gary suffers from a severe case of road rage after being cut up at the lights by an old duffer in a Rover 216.



Gary falls asleep at the wheel after his car radio dial gets stuck on Radio 1 during Simon Mayo's show.



This has to be quite possibly the worst haircut we've ever seen – you have to really feel sorry for this guy, don't you?



Now forgive us if we're wrong here, but this isn't Gary Numan, is it? Or maybe he's in disguise for no apparent reason.

fictional stages are certainly evocative of the settings which they represent and do add a touch of authenticity to the races.

### YOU BET

Starting with a measly 50,000 quid, you'll have to build up your garage by winning races and betting on the outcome (a feature also supported in the recent *Roadsters*). In this respect, the game is similar to *GT*, but that's where the similarities end, however. While *GT* is a serious simulator, *Test Drive 6* – much like the rest in the series – does not try to be anything other than an arcade racer, and this is where its strength lies; by not attempting to beat the brand leaders at their own game, *TD6* is not in danger of becoming out of its depth.

### BEAT THE TRAFFIC

Courses will each feature a number of alternative routes, so it won't be



▲ It's important to avoid the cops, who will stop you at every given opportunity.

### SCARPER, IT'S THE ROZZERS!

One feature that makes a welcome return is the police pursuit mode, which puts you in charge of the rozzers in a beefed-up TVR, Jag or Mustang. Players will also need to take care to avoid the cops during most races too, thus adding an extra dimension to the game. Two-player races can become a heated affair,



▲ Each track features a number of perilous jumps and obstacles.

**"Far from the unforgiving realism of titles such as TOCA or GT, Test Drive 6 offers some of the most accessible arcade racing on the PSX at present"**

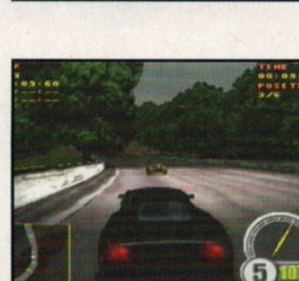
uncommon to find yourself racing up huge sets of steps, or cutting through gaps in fences. The addition of civilian traffic is also a nice touch, and keeps you on your toes as you attempt to weave in and out of slow-moving hatchbacks on their way to work, or narrowly missing collisions with vehicles travelling in front of you on crossroads. Collisions won't damage your car, but they will slow you down as you spin through the air, landing in a hedge somewhere.

aided by a slammin' dance soundtrack with music from a number of semi-well-known dance producers, including Empirion and Fear Factory – not an essential feature, but a welcome addition to the game, certainly.

### SUPERGLUE

One of the game's main strengths has to be the way the cars handle. Far from the unforgiving realism of titles such as *TOCA* or *GT*, *Test Drive 6* offers some of the most accessible arcade racing on the

PSX at present, with each car sticking to the road like superglue for the majority of the game. Okay, so this isn't exactly the realism that many serious racing fanatics will be after, but this game isn't really aimed at that section of the market anyway, so it should prove extremely popular with arcade race fans when it gets a full UK release come May. While the series is entering the end of its lifespan, this should be the best instalment yet.



▲ Many races take place at night.



▲ All of the 40-plus cars are fully licensed, such as this Dodge Viper.



▲ A wheelspin, sometime last week.





# GEKIDO: *Urban Fighters*

*Everybody needs a good beating now and again, but here's your chance to give your wrists a night off, courtesy of Infogrames...*

## GREAT EXPECTATIONS

The gameplay might not be anything we haven't seen before, but *Gekido* looks and sounds great, which usually means that the general public (that would be you) are more than prepared to spend £40 on it. Don't get me wrong, there's nothing wrong with this type of game, but does the word 'repetitive' mean anything to you?

**A**hh, the scrolling beat 'em-up... home to *Double Dragon*, *Streets of Rage* and, err, many more. Why is that developers

least one breakaway title at the top – *Tekken* amongst the beat 'em-ups, the *Gran Turismo* of the racers – but you can't go around shouting about the *Fighting Force 2* of the scrolling beat 'em-up without being beaten with big

## Scrolling...

*Gekido* follows the typical format of the *Double Dragon* series and its many imitators. In the near future (sometime around the year 2011), you've been called in to recover a virus-hunting

**"It's you versus an entire army of hardened thugs armed to the teeth with crowbars, flame-throwers and machine guns"**

have had so much trouble making decent scrolling beat 'em-ups? I mean, look at any other genre and there's at

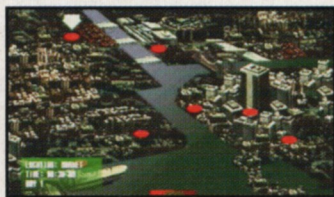
sticks. Enter *Gekido*, Infogrames' latest title-challenger for the scrolling beat 'em-up crown.

program from the Pegasus Corporation. It's you versus an entire army of hardened thugs armed to the teeth with crowbars,



## BIG BOSS MAN

Because most of these games are pretty similar, it's important to have some decent boss characters splitting up the levels. *Gekido* does a good job at giving a bit of variety; a bit like *Metal Gear Solid* (in some very distant and vague way), most of the bosses have a weak point, and the trick is in finding the right strategy to defeat them.



that you've got to destroy before moving to the next level. One of the most promising elements is the variety of the backgrounds and the numerous cut-scenes that introduce a new wave of ill-fated enemies. Will it hold the interest though the 17 levels? Most of these nice backdrops are also fully animated; as you wander through subways, over boats and across rooftops and streets, the appropriate animations kick in. All of the locations are packed full of objects that you can pick up, throw, or interact with in other ways. Quite a few of the attacks stray from the traditional punch and kick routine. *Street Fighter*-style psychic blows can also be used, and these come with their own pyrotechnical effects which make for great eye candy.

### Scrolling...

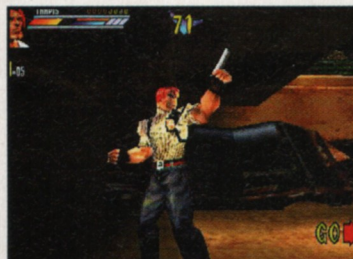
The arena battle mode plays a lot like *Ergheiz* in that you can select between two and four players to battle it out in a choice of arenas in arena battle, shadow battle, team battle, survival battle, and street gang battle modes. As you get



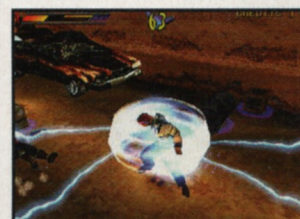
Apparently Tetsuo often suffers from a bitch problem.



The latest boy band dance rehearsal session perhaps?



After defeating 20 enemies, Travis was tolled by a post-it note that had stuck to his hand.



Hold down circle for a psychic smart bomb move like this.

**"From our preview code, we reckon Gekido: Urban Fighters could turn out to be one of the best games of its type on the PlayStation"**

flame-throwers and machine guns, so no problem there. As per usual, you get to pick the character: the choice of headstrong American, female soldier, martial artist and giant oaf are all available at start, with another two hidden characters accessible later on. All characters have a vast range of aggressive moves: you've got various kick and punch buttons, plenty of combination attacks, and a pretty massive weapon list including steel poles, pistols, shotguns, flame-throwers, and grenades. Each character acts a bit differently to each other - some are quick and good with combos, others are strong enough to pick up more of the background scenery such as cars and throw them at the enemies just to be hard.

### Scrolling...

The game itself is anything but original, but in this genre that doesn't really matter. You make your way through a sideways scrolling level, bumping into various waves of baddies and eventually reaching some kind of boss character

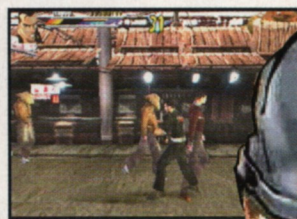
further in the main adventure mode, new arenas and playable characters (including all the bosses) become available. *Gekido* is multi-tap compatible, so up to four of you can battle it out at once.

### Rawhide!

From our preview code, we reckon *Gekido: Urban Fighters* could turn out to be one of the best games of its type on the PlayStation. It's a return to the old school scrolling beat 'em-up style that we all used to love. It looks impressive, sounds good, and has everything it needs to do well in the UK charts this Easter.



Here's an example of the four-player mode.







# Vanishing Point

*I spent a while trying to think of a disappearing-themed pun to write here. Sorry, but it's gone. So here's a pun-free preview of Acclaim's potentially ace racer...*

## GREAT EXPECTATIONS

Yes, expectations are indeed great for this game, so let's hope that Acclaim can batten down the hatches and get it to us in time for the Easter break. Game modes, graphics, and gameplay are the key words here, and with each one looking pretty good thus far, hopes are high in the TS office.

**C**ars and women – that's all most of us blokes care about, so I guess it's sod's law that they both cost so much to run. Maybe that's why racing games have been so popular since the dawn of the arcade machine; for just

your mates for a romantic evening of Stella and peanuts.

## Mmmm... Stella

Yep, it's late in the afternoon in the TOTAL STATION office, but after viewing Acclaim's upcoming racer, today has indeed felt like a good day for the world of

gimmick is that the visuals have been designed in such a way as to completely eliminate all of that annoying pop-up – no more buildings jumping out of nowhere bit by bit, this is an altogether smoother breed of racer, and thankfully it's apparently got the frame rate to match. All this polygon trickery is all

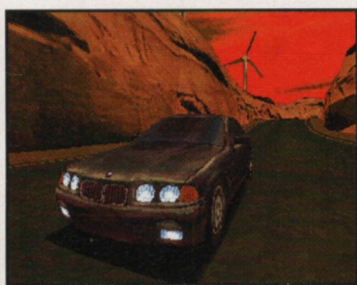
**"This is an altogether smoother breed of racer, and thankfully it's got the frame rate to match"**

50p a pop, you could ride your dream machine all night long, and still be able to take your bird down the local boozer with

PlayStation. *Vanishing Point* is so named because of the game engine the development team have created. The

performed with the aid of some surprisingly impressive graphics. Great textures are two words that spring to





mind almost immediately after you've noticed that the car models look like they've come straight out of the *GT2* replay mode. As we embark into the next level of graphical good looks, *Vanishing Point* is another title to hammer home the well-known phrase, 'Do Not Underestimate the Power of PlayStation'. Sony have been saying it all these years, and their machine is still turning heads.

### Meanwhile...

However, the create-a-racer lark is a game of two halves. Sure, Acclaim can rest happy knowing they've put together a very attractive beast, but is it one that enjoys being played with? We think it will be. For starters, the physics engine plays with a realism that's hard to find; swerve left or right at high speed and you'll be able to feel the momentum of your car, but do it too much and you could spin off etc. Acclaim have also thrown in plenty of oncoming civilian traffic just for good measure, which can sometimes be the sign of a potentially frustrating title.

However, this is probably due to the fact that most of the games that use civilian cars are complete crap – but that's mostly for other reasons, and it's most definitely an addition that could make a good game better, maybe?

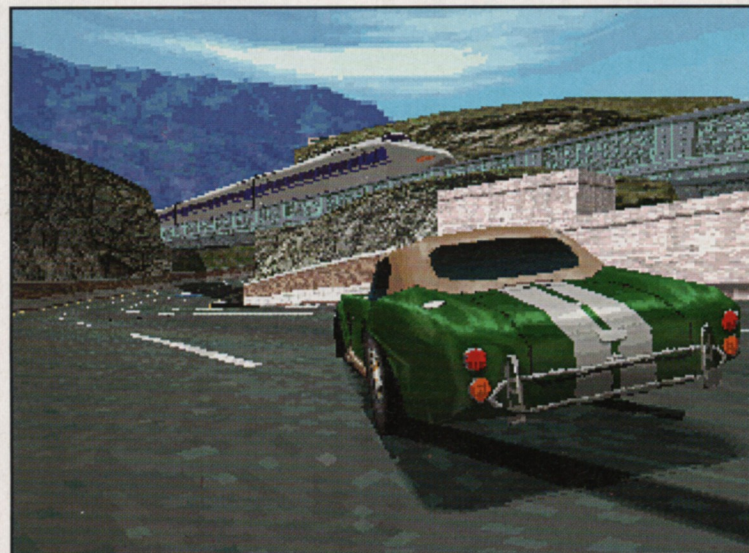
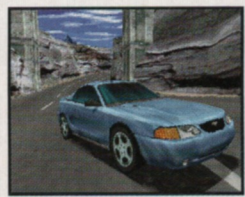
### Alright Mate?

And then you've got the game modes: five single-player modes in total, and a further five for those multi-player frolics. As well as single race and time trial, there are 32 different tournaments to enter in the tournament mode, there's a rally mode without civilian traffic, and a special stunt driving option which sounds pretty cool. Multi-player games include the traditional head to head, a

knockout mode where up to eight players can race two at a time, a league system and winner stays on match (again, for eight players). Oh, and there's also a balloon buster mode where you'll need to either hit or avoid coloured balloons. Happy now?

### Steaming Wheels

So, as you'll have worked out for yourselves, Acclaim seems to be onto a bit of a winner here. Mixing realism with entertainment and adding a few decent multiplayer options can't be all bad whatever the weather, so stay tuned for the full review in later issues. And I didn't even mention *Gran Turismo*... D'oh.



▲ The backgrounds are brought to life with clever animations such as this train.



▲ I knew I should've taken the Ferrari. Damn!



## IT'S A CAR THING

One of the most important things to include in any car racing game is cars. Luckily, the boys down at Acclaim remembered the essential ingredients and blessed us with quite a fine selection of motor vehicles. There are 16 playable sets of wheels to pick from and a further 16 civilian motors.



▲ Aww... look at the pretty sunset, ain't it nice?







# THE FUTURE...

Reviews Of



## **Ridge Racer V**

Namco's king of the race track returns to steal the essential PlayStation2 launch title mantle. Will history repeat itself?



Just shy of one million Japanese gamers can't be wrong, but has the PS2's first line-up of software lived up to our expectations? OK, so it's a mixed bag admittedly, but if the best is yet to come, then roll on the next wave of software, we say. Feast your eyes on the edible screenshots within, and prepare to be amazed...



### Eternal Ring

Must avoid making the obvious gag! From Software take their first-person adventuring saga to a whole new level.



### Street Fighter EX3

Capcom's legendary beat 'em-up heralds the arrival of the next generation. Will the saga survive the journey into 3D?



### DrumMania

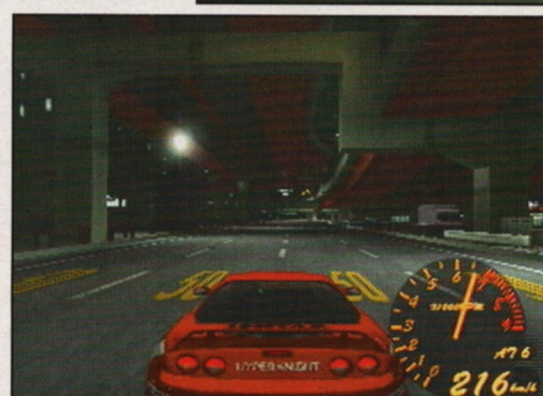
From the creators of *Metal Gear Solid* comes yet another dose of Simon Says... music mimicking. Errr, okay then!



# RIDGE RACER V

Publisher:	<b>NAMCO</b>
Developer:	<b>IN-HOUSE</b>
Price:	<b>£80</b>
Released:	<b>OUT NOW</b>
Genre:	<b>RACING</b>

The king of the arcades is back in another sequel, but with a newfound graphical finesse. As the PS2's most hyped launch title, expectations are admittedly running high. Can Namco come up trumps once again?



## YPS2?

*Ridge Racer* was the PlayStation's original launch title back in 1995, so it makes sense that Namco should release this sequel for the PS2. There's literally nothing more that can be done with the franchise on the PlayStation, but on Sony's new console? It's certainly a great way to show off its new abilities!

If you were to ask any arcade veteran what their favourite racing game of all time is, then the chances are that either *Sega Rally* or *Ridge Racer* would be the response. While the former offered a reasonably realistic rallying experience for its day, Namco's arcade stalwart offered a much more accessible race, coupled with its own distinctive tracks which made use of picturesque coastlines, bridges,

and perilously hilly terrain. Another key feature of *Ridge Racer* was its nighttime stage which accentuated the game's slick graphics even further (okay, so they may look pretty dated by today's standards, but at the time they were unprecedented).

## Welcome Back

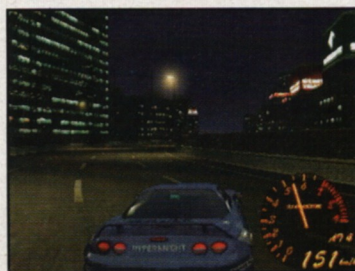
Since the appearance of the arcade version, back in 1994, the PlayStation has had four *Ridge*

*Racer* titles appear on the system, with each improving upon its predecessor in terms of looks, general smoothness, and overall depth. *Ridge Racer Type 4* was, and still is, a massively enjoyable arcade racer, with stacks of cars and tracks, not to mention its almost flawless two and four-player modes which resulted in very little slowdown at all. So, with the franchise seemingly at the end of its lifespan on the PlayStation, it's with



# Night Rider

The game's nighttime stages make full use of the PlayStation 2's graphical capabilities and look positively stunning. As for the replays...



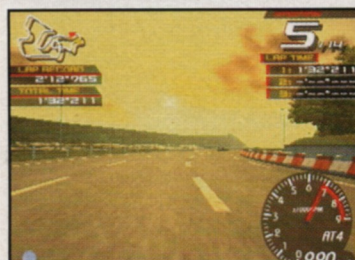
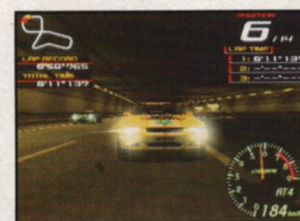
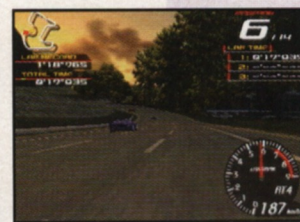
The Mercurio races ahead in one of the game's nighttime stages – the detailing on the illuminated tower blocks is really something at close range!



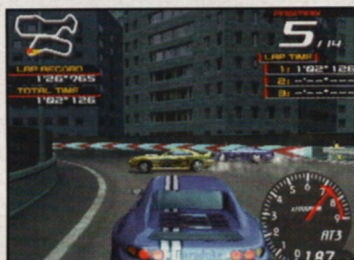
Knowing the stages inside out at these points is essential if you want to avoid coming a cropper on the corners, although the tunnels are well lit.



The nighttime mode's replays are even more stunningly rendered – how can anyone resist this game after seeing shots like these?



There's no half lens flare here. Instead you get a full-on sunset which almost blinds you as it comes into view.



Smoke billows off the tyres as you powerslide around the corners – this really does look pretty special!



Overtaking can be a tense affair when your opponents are intent on blocking your path at all times – find a gap and stop on it pronto!

welcome arms that we greet Namco's old favourite on the PS2.

## Breathless

It's always a difficult one to gauge when you're dealing with any first wave of software for a new console. Knowing full well that the best is yet to come, one never knows whether to be slightly disappointed when the first launch titles fail to leave you breathless, or merely happy that they are worlds away from the last console you owned and hint at the greatness to come. *Ridge Racer V* certainly looks the part and is miles ahead of its any of its predecessors on the PlayStation. Everything from the supremely slick front end to the marvellously detailed graphics will not fail to impress even the most cynical of gamers and hacks alike.

## Smooth Mover

The speed of play is, at first, just as quick as *Ridge Racer Type 4* ever was, with everything remaining supremely smooth and crisp – which means no pop-up or flickering at all! After winning each Grand Prix, you'll be awarded with a new car (in truth, the same car as before but with a new engine and a few body modifications) which will be capable of even faster speeds. Each Grand Prix is a faster paced affair than the one before it, but while your car may have been modified, you can bet that everyone else's has too.

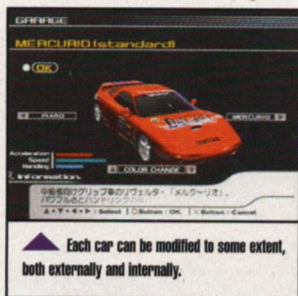
## Looks Familiar

The choice of cars is limited to only six, although at least five of these are straightforward enough to get the hang of, as opposed to

previous games which offered half a dozen decent cars and about a dozen which were impossible to drive around corners (quite an important quality with cars). Each vehicle is intricately detailed in both the game's wondrous front end and in-game sequences, and each bears more than a passing resemblance to real-life models: the Solare, for example, is a dead ringer for a Ferrari, while the Fortune is clearly styled on the Nissan Almera racing model.

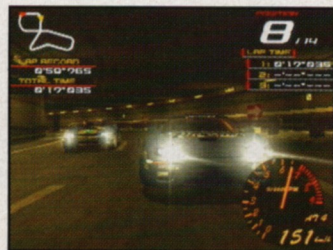




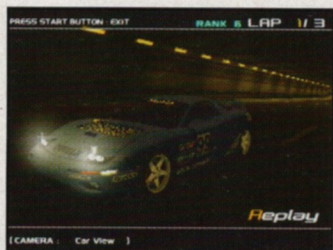


## Tunnel Vision

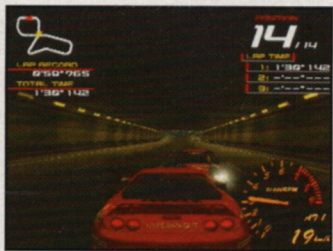
The *Ridge Racer* series has always made a point of incorporating tunnels into the tracks, with this latest version no exception to this rule.



The way the Mercurio's headlamps pop up when the car enters a tunnel and then drop down again is really something else.



The reflections move over the car's paintwork so realistically, you'll swear it's real.



The tracks are highly reminiscent of those found in the original *Ridge Racer* and, although seven are available (fourteen if you count reversed tracks), many are just variations on the same track

## Here Comes the Sun

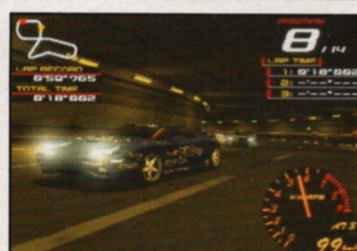
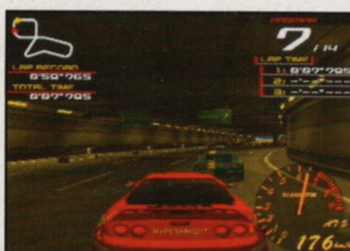
It takes a long time for the appeal of the game's graphical splendour to wear off; you'll find yourself marvelling at the detailing of the cars, from their ultra-realistic alloy

**“Everything here, from the supremely slick front end to the marvellously detailed graphics, will not fail to impress even the most cynical of gamers and hacks alike**

wheels to the way that the light moves across the bodywork – it really is quite superb and every bit as impressive as we'd been lead to believe. As for the backgrounds, you'll be tempted to pull over by the side of the road just to get a glimpse of the lovingly rendered trees, magnificently detailed tower blocks, and the



ever try to be anything but, well, *Ridge Racer*?



## Horses for Courses

games such as *GT* pander to the whole simulation end of the market, this is pure arcade territory, where only instantly accessible pick-up-and-play values are allowed. In this respect, *Ridge Racer V* delivers more than adequately and is blessed with masses of highly addictive gameplay from the off.

## Arcade Addicts

Games such as *GT* pander to the whole simulation end of the market, this is pure arcade territory, where only instantly accessible pick-up-and-play values are allowed. In this respect, *Ridge Racer V* delivers more than adequately and is blessed with masses of highly addictive gameplay from the off.



# Auto Trader

The game's new cars look marvellous, bearing more than a slight resemblance to real-life models. There may only be six of them, but they can be souped-up to some degree by winning races.



The Flaro is a great beginner's car due to its grippy handling and reasonably high top speed. It seems to have been modelled on the Toyota Supra somewhat.



The Toreador only has a four-speed box, but is still pretty quick. Its slippery handling counts against it though. Looks a bit like a Mustang (ish).



The Solare is extremely quick, much like the Ferraris upon which it is modelled. Handling wise, though, it's more slippery than a vat of margarine.



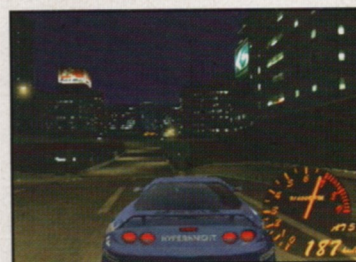
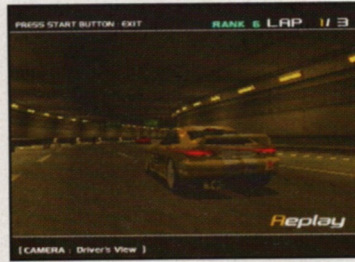
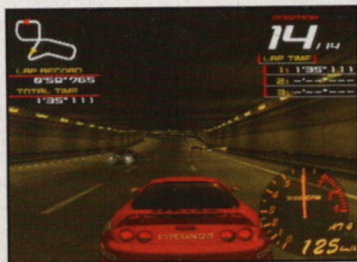
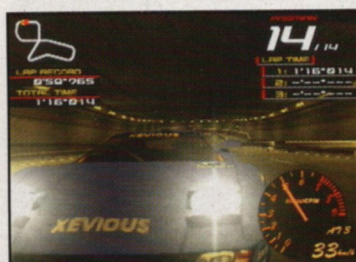
The Fortune is another great beginner's car, looking very similar to the Nissan Almera. It's not that fast, though, so it will need some hefty modifications.



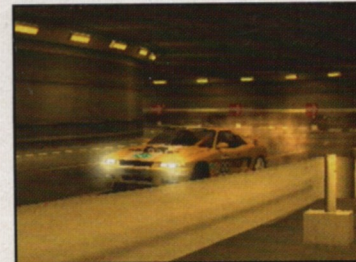
The Mercurio is an awesome machine in every respect – you really can't go wrong with this one. Looks-wise, it's a bit of a hybrid really.



The E.O. (seen here in action) is fast, yet a bit tail-happy, at times. It can be mastered, though, and looks great with its Porsche styling.



▲ The handling of this E.O. is not ideally suited to beginners, due to its drifting tendencies.



▲ If you can see this out of your rear-view mirror, then it's time to step on it – sharpish!

## No One Does it Better

Given Namco's involvement here, it was never in doubt that they would produce a slick-looking, fast-paced

PlayStation peers such as *GT2* and even *Ridge Racer Type 4* when you think about it. Perhaps some more options could've been

hasn't been seen before in any other *Ridge Racer* game, the only real difference being the new-found graphical realism. This might

**“With the franchise at the end of its lifespan on the PlayStation, it's with welcome arms that we embrace the return of Namco's old favourite on the PS2”**

and addictive racer, and that's just what *Ridge Racer V* is. Given the relatively short time they've had to get to grips with the PS2's new technology and then produce the game, it's doubtful that anyone else could have done it better than them in the time available. However, while it looks fantastic, it does lack the depth of its

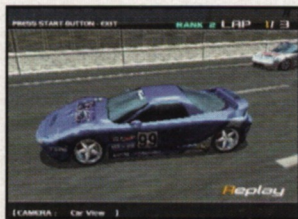
implemented here, but, hey, how long could we have waited?

## Step Back

Given the amount of options available in the last *Ridge Racer* game, it seems that Namco have actually taken a small step backwards here, because there's nothing more on offer here that

possibly be enough to ensure the game's success, though, because *Ridge Racer V* looks that good that it's hard not to get a little excited by it all – this is history in the making, goddammit! There is definitely something strangely moreish about this game, no matter how shallow the gameplay may feel.



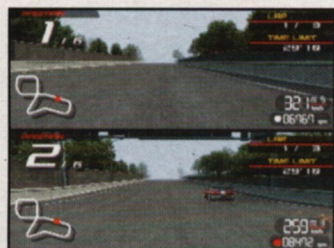


## The Fog

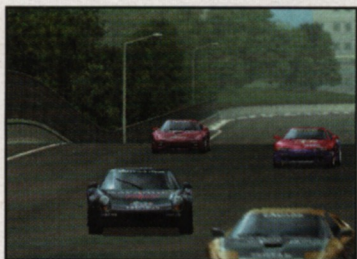
One of the game's low points is surely the two-player mode, which has more fogging than any N64 game you can think of – shame on you, Namco!



A nice foggy day for a drive, eh what?

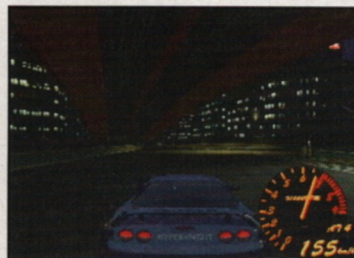
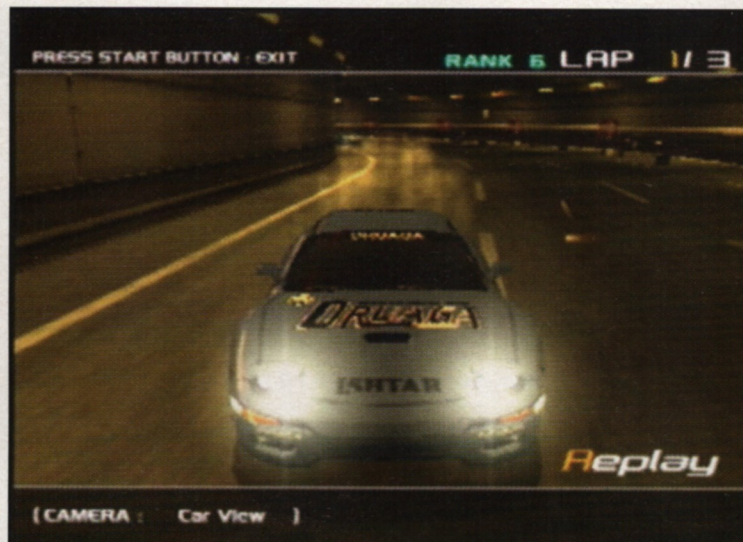


There's only the one view available in this mode.



## Candid Camera

While the in-game graphics are amongst the finest we've seen on any console, the replay modes are



some idea as to how graphically sublime the replays are here – they are really quite something! But that's not all, because during the

both the internal and external cameras. There is great fun to be had here just from playing about with the camera in this mode.

**“While the in-game graphics are amongst the finest we've seen on any console, the replay modes are nothing short of amazing!”**

nothing short of amazing! Think about how good the FMV sequences for the original *Ridge Racer* games was, and you'll have

replays (which you'll have no choice but to drool over, time and time again) you'll be able to rotate the camera 360 degrees, from

## Feeling Foggy

One downside to the game is the two-player mode, which seems to have been tagged on to the end of

## Who's That Girl?

The old *Ridge Racer* girl, Reiko is no more, replaced by this much more realistically rendered cyber-babe. The intro sequences are even more stunning than previous Namco intros from the rest of the racing series, with singular strands of hair blowing in the wind – awesome!







the game as what feels like a complete afterthought. The fogging here is worse than that seen on any N64 game and limits your vision to about ten yards in front of you – handy (if you like racing in thick fog, that is). This does mar an otherwise superlative title, which is a shame,

**“while this looks fantastic, it does lack the depth of its PlayStation peers such as GT2 and even Ridge Racer Type 4, when you think about it”**

because I'm sure most people would have been prepared to wait a



few months for Namco to sort this out rather than buy a game that lacks a decent two-player mode.

### Instant Action

All said, if you're one the first people to have bought a PlayStation 2 from Japan (probably at an extortionate

machine so far, without a doubt. Sure, you could wait god knows how many months for GT2000, or Squaresoft's *Driving Emotion Type-S*, but if you're after a bit of instant arcade type-action, then you could do a lot worse than this, because it is quite possibly the most addictive

racing game we've had in the office for a long, long, time. **Joe**

## Second Opinion

*Ridge Racer V* heralds the arrival of the second generation of Sony hardware in the same jaw dropping style as Namco's original incarnation launched the PlayStation. Exactly what you would expect from the classic series, albeit in 128-Bit form. Pure, unadulterated, silky smooth arcade perfection, a fitting fanfare for the new hardware. Utterly awesome! **Jim**

## The final SCORE

- + Looks absolutely stunning, plays as fast as you like.
- + Shares the same super-addictive qualities of the series.
- Two-player mode is shockingly under par – poor show!
- No real depth here, with worryingly few cars and tracks.

A welcome return of an old favourite, which might've been better, but is still great fun, regardless.

# 89%

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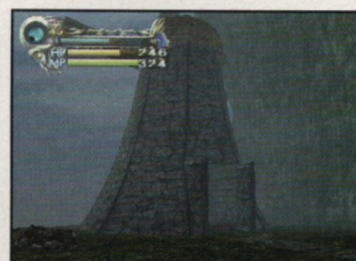
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# ETERNAL RING

Publisher: **FROM SOFTWARE**  
Developer: **IN-HOUSE**  
Price: **£75**  
Released: **OUT NOW**  
Genre: **ADVENTURE**

First-person adventures don't have to be all about chainguns and deathmatches do they? From Software don't make much of a case for the defence!



The resolution and the amazing level of detail will help most overlook the rather ordinary gameplay... probably.



To the complete shoddiness of what ever the hell this little pink fella is supposed to be.

Your foes are drawn from the graphically perfect, such as these armour coated fellas.

## YPS2?

From Software have made a healthy living from the first-person adventure, with *King's Field* and the truly terrible *Shadow Tower* proving to be sizable hits in their native Japan. Clearly the audience interest is there, but as a PS2 launch title there is very little here to hint at the potential power of Sony's wonder machine. Some nice – no, better than an average PC game – visuals can hide what is little more than an update of a dull PlayStation game.

The launch title is the most daunting of gaming mantles; it takes bravery on the part of

time for launch to appease a public hungry for software, no matter the quality? In terms of the titles

**"The first-person genre is one that is associated with fast paced thrills and violence – Doom, Quake et al – and seems strangely out of place when dealing with all things RPG"**

those developers who dare unleash their latest software to a minefield of critics and cynics hoping for a disappointment. Or is the most likely scenario this: developers release any piece of toss they can rush out in

destined for the PlayStation 2, it's a judgment call. *Ridge Racer V* is awesome, *SF EX3* is ace, but when you have to plough through games like From Software's *Eternal Ring*, it's tough not to get a little disheartened.

## First Off The Mark

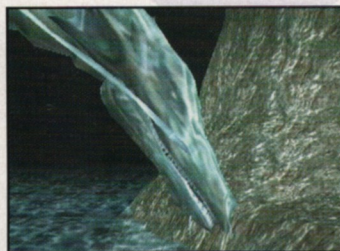
*Eternal Ring* is the first adventure game to hit the PlayStation, and in

a marketplace dominated by beat 'em-ups and racers, the appeal of something deeper and original may wrongly lure many into its arms. Starting with much promise, the opening sequence bodes well, with



## Collision Course

Whilst buffing up the graphics, it would appear that From Software forgot about implementing the collision detection, which is an absolute blessing when you're in the middle of a battle. What would seem to be a direct hit will seemingly pass directly through your foe, yet their attacks will often impact even if you are tucked behind another object.



▲ Lighting effects are, as expected, flawless!

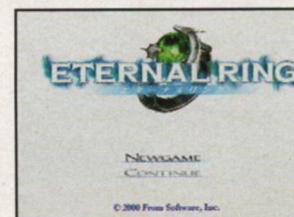


▲ That's you that is... well, if you're holding the pad.



## Combating The Blues

As an instrumental part of the gameplay, expectations for the combat sequences were again dashed on the polygon rocks. The prospect of having a scrap with an army of mythical creatures has to be considered fun in most books, but the first-person viewpoint proves extremely hindering both to the general gameplay and the health bar. Sadly your numerous foes will attack from all sides as you struggle to keep up and not swear. Constantly spinning around on the



original may wrongly lure many into its arms. Starting with much promise, the opening sequence bodes well, with the creaky sequence recalling the exploits of a square-jawed hero type, Joe Hero Type. With him and a fellow ship mate sailing to an island and across the path of a massive dragon type creature, who is hungry and has a taste for seamen. So, with the bait set, the rather nice cut scene draws to a close amidst the usual accompaniment of 'That's all done in real time, that is!' and 'Bloody Hell!' etc. We all expected so much more!

## Dragging On and On

Once the front end window dressing is over and left its expectation elevating mark, the actual gameplay kicks in. The disappointment begins. First warning signs come during a conversation with one of the many incidental characters that litter the

its origins. Others may take this as an indication that this game was actually heading for the PlayStation before From Software were sent their PS2 development kits. In terms of effects and general sonics, the soundtrack is kept to a minimum to generate atmosphere – or was it because those pesky launch dates came around quicker than the developers planned!

## Turning Japanese

Clearly the most hampering of the numerous flaws is the obvious language barrier. The RPG game is driven by its narrative and character development. The plot, when well rounded, can be used to great effect to blend the numerous elements that make up the genre. Sadly, when the script is in a foreign tongue, all of this goes out of the window. Thankfully, being one of the first exposures we have had of the PlayStation 2, plot

**"So with the bait set, the rather nice cut-scene draws to a close amidst the usual accompaniment of 'That's all done in real time, that is!' and 'Bloody Hell!' etc."**

game. Having been treated to an extremely good introduction, you are sent spiralling back to the good old days (ahem!) of characters doing their goldfish impressions whilst text scrolls across the bottom. Some may argue that this is a staple of the role-playing adventure, and its removal would be a crime to

details seem less important than they should, with the first few hours filled with wide-eyed exploration. But in terms of lifespan and value for money, the lack of any real plot details see you wandering from one location to the next, frantically zipping through the important text, until confusion finally sets in.

spot as you let off some magic attacks in the vain hope of hitting the mark isn't good

## Nice to See You

What with this being the beautiful visual-tastic PS2, obviously graphic improvements have been made to distance this.





More creatures as spectacular as this monster would have added a little more incentive to keep playing.



## Second Opinion

As a launch title, this is unlikely to cause much of a commotion, and it's also doubtful that titles such as this are going to help Sony to shift a million consoles in a week over here in September. It may look good, but there's little in the way of innovation here. All said, if an English-speaking conversion of this does come out over here, it's likely that it could prove popular with devotees of the genre – providing that *FFIX* isn't out by then, of course. Joe

## The final SCORE

- + Excellent intro and cool dragon slaying.
- + Nice atmosphere and huge world to explore.
- Fails to push any boundaries of style or gameplay.
- Some silly and fundamental gameplay flaws. Why?

An expansive role-playing adventure that fails to capitalise upon the new hardware or completely involve the player.

# 68%

## Nice to See You

Obviously graphic improvements have been made to distance this from previous PlayStation titles, but those hoping for a title that will put the Dreamcast to shame will have to keep on waiting. Failing to better any accelerated PC games, the visuals are pleasant enough, but the WOW! factor just isn't there. Possibly to help generate the atmosphere or craft a forbidding landscape, many of the external locations are drenched in a heavy fog, but the most logical reason for the nasty weather is to mask any pop-up – a

introduction of a first-person viewpoint has hardly done the weak visuals many favours; by removing the distraction of a central character, the camera is free to grab crystal clear close-ups of the texture light areas as your heart sinks a little lower.

## What's On The Menu?

The glut of PlayStation RPGs in recent months has done little to promote the genre outside its fan base, with the Japanese developers' reluctance to break away from the usual blueprint and finally defy tradition lending each

*Eternal Ring* is strictly business as usual, only wearing some nice new trousers.

## Nothing Changes

The first person genre is one that is associated with fast paced thrills and violence – *Doom*, *Quake* et al – and seems strangely out of place when dealing with all things RPG. *Eternal Ring* is no exception – the gameplay is slow moving, and the combat sequences are a joke. In all honesty, if this wasn't gently spinning in the PlayStation 2, chances are it would have fallen at the first hurdle.

## “The gameplay is slow moving and the combat sequences are a joke”

technique employed in Nintendo software, which hardly gets the pulse racing.

In terms of a leap from the old to the new, such recent titles as *Fear Effect* and *Vagrant Story* almost put this to shame, which is a factor Sega will undoubtedly relish. The

game an overly familiar feel. As the first RPG for the PlayStation 2, hopes were running high that From Software would deliver something that would stare down the hardcore and shatter conventions. Alas not! From the heavy-handed menu screens to endless flows of text,

If you can force yourself to overlook the flaws, all that remains is a marginally atmospheric and visually pleasing trip through a massive and at times lush fantasy realm. As a bastion of the future of video gaming, though, this fails to make the grade. **Jim**



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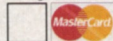
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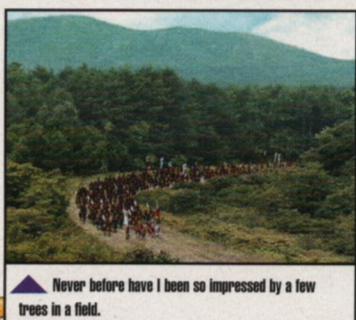
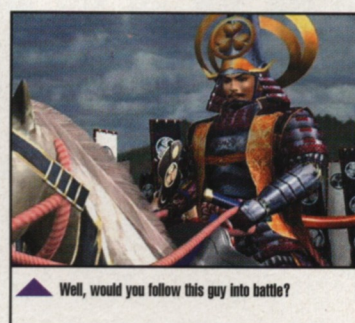
STARBURST



# KESSEN

Publisher: KOEI  
Developer: KOEI  
Price: £80  
Released: OUT NOW  
Genre: STRATEGY

Seventeenth Century Japanese warriors killing each other on horses?  
And on the PlayStation2? What could be better...



The Red Army has a bit of a smoking habit, as you can see here.



## YPS2

Well, for starters it's the only title so far to warrant a DVD release. It also looks amazing – it's definitely one of those games that looks so good you'll never want to touch a PlayStation again. There's an incredible technical achievement in the number of characters they've managed to get on screen at once, and it's not a game that could have been squeezed onto the PlayStation unless they made it totally 2D.

**T**he last time I ever went near a horse was on some kind of school trip many years ago. I remember my horse decided to stop for a while, munch some grass and

found myself arse over elbow in a nearby ditch and vowed never to go near one again.

Several years on, and once again I'm still having problems telling

text, I honestly didn't have much of a clue what was going on. Okay, that's the first bad point to bring up, but it is kind of a lingering thing with this game. Working out stuff is often fun in games,

**“No one could tell if these were in-game shots we were seeing, or pre-rendered artwork from a cut scene”**

unload itself behind a fence before it realised it was lagging behind some and started running very fast to catch everybody else up with no warning to my very worried self. Suffice to say that after completely disregarding my overly polite requests to slow down, I

horses what to do, but this time it's with the lives of 600 virtual soldiers on my head. I guess that might have something to do with this being a pretty complicated strategy game, and what with all the manuals and menus and stuff being written in Japanese

but working out the entire Japanese language is taking it a bit far methinks.

## Get On

Koei are, or at least were, a relatively unknown publisher over here, but in Japan they've built up a reputation



## Face Off

Character detail is impressive in visual detail and background information. Here's one of the many faces you'll get to meet in the game...



might play like a twist on C&C, but you wouldn't know it to look at it. To start with, the main battle is directed



for delivering some of the most authentic war games based on Japanese history. After Koei released the first shots of *Kessen* right back before we'd seen anything of *Tekken Tag* or *GT2000*, it looked amazing – pretty impressive for a game rumoured to be a strategy title. No



battle against Mitsunari Ishida. I won't pretend to know much about Japanese history in the 17th Century because, to be frank, I don't (so shoot me). But in a kinda cool way (if you are into that kind of thing), you can use the your battles to change Japanese history; the outcomes of

**"It isn't as life-like as the models suggest, which is a massive disappointment considering this could easily have been the best looking game on the PlayStation2 so far"**

one could tell if these were in-game shots we were seeing or pre-rendered artwork from a cut scene, but even as the hype continued to grow, with each new batch of increasingly impressive screenshots we still didn't find out much about the actual gameplay, until now.

### It's in the Name

The name roughly translates as 'Decisive Battle', which is far more descriptive of its content. It's set in Japan during the beginning of the 17th Century, and you take on the role of one Ieyasu Tokugawa in a

### Love and War

The main plot is built up between missions with the help of some beautiful cut-scenes depicting various commanders in tents and other similar scenarios, which are directly related to how well you've been doing previously. The game

by the computer AI in the form of your general, with you assuming control of a relatively small group of characters, but later on the game it opens up a bit and you are given total control over the battles. The main tactical view hovers over the action *C&C* style, with you being able to sweep over the battlefield and watch as your little soldiers run around below. A quick tap on the triangle button and the game's camera sweeps down to the action, showing each character battling it out on the field. Key battles are mapped into the game so you can jump from







## Packing a Load

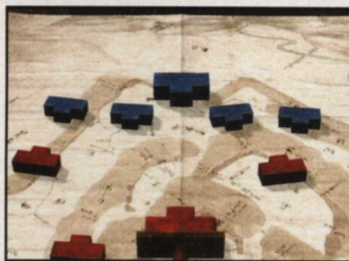
*Kessen* is the first PlayStation2 game to make use of the DVD capabilities, meaning higher production costs for Koei and a truckload of crystal clear movies and a hell of a lot of speech for us lot. It's not really a game that makes full use of the feature (it probably would fit onto a couple of CDs), but at least it works, which is good.



area to area with a single button press. As well as normal pick, move and attack commands, there are quite a few other options that you can give your troops via a hefty selection of menus. As soon as you have executed any command it triggers the game camera to swoop down onto the battle and drift around the players you just commanded. After a while the novelty admittedly wears off, but it's definitely impressive for the first few hours, and it's not something we've ever seen work before in a game like this. After a while the game can become a bit repetitive, but with success or failure on each mission opening up new routes through the game, there's plenty to keep you playing, and you'll even be able to assume control of your rival Mitsunari Ishida and play through the game from a totally different perspective once you've beaten the main portion of the game.

## Art Attack

As you can see, this isn't a bad looking game. The close-ups are



This true-to-life map shows the invasion of *Tetris* bricks — a fiendish plan duplicated by both sides.



A clever plan to try to blind the enemy with mirrors perhaps?



superb, particularly the detail on the character models, but the animation doesn't work so well; it isn't as life-like as the models suggest, which is a massive disappointment considering this could easily have been the best looking game on the PlayStation2 so far. The collision detection in the early stages seems weak, and a little more blood and guts, *Braveheart* style, wouldn't have hurt, but then this is all forgivable considering that this first generation title also sports hundreds and hundreds of soldiers battling it out in the same scene — definitely something we'd never have seen on the humble PlayStation.

## The Show Must Go On

Being one of the first PlayStation2 games ever, all eyes will be focused on *Kessen*. Early thoughts are that whilst impressive, it's definitely not a showcase title like *Ridge Racer V* for the sole reason that this is a strategy game, and not the most accessible one. Games of this nature cannot be judged on their visual merits or a rough idea as to what the gameplay is trying to achieve; only further examination and a rough translation of the text will allow us to unlock the obvious potential that lurks within *Kessen*. Full review next issue. **Will**



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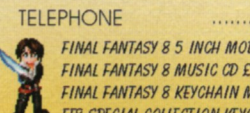
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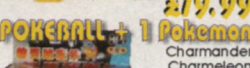
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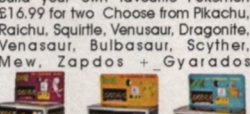
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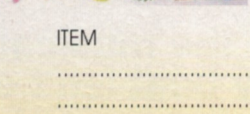
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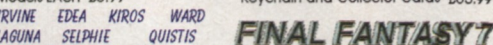


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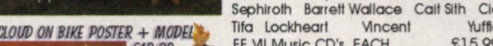
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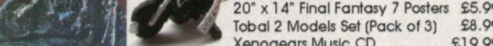
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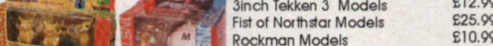
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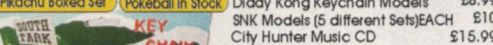
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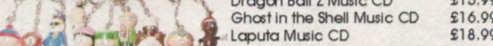
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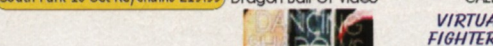
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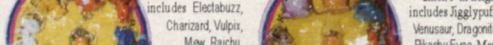
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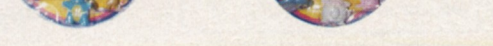
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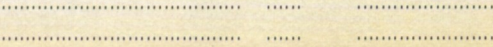
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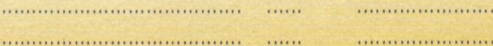
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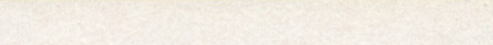
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**Ki Ki's Delivery Service Music CD £18.99**



ITEM

QTY

ITEM TOTAL

P+P

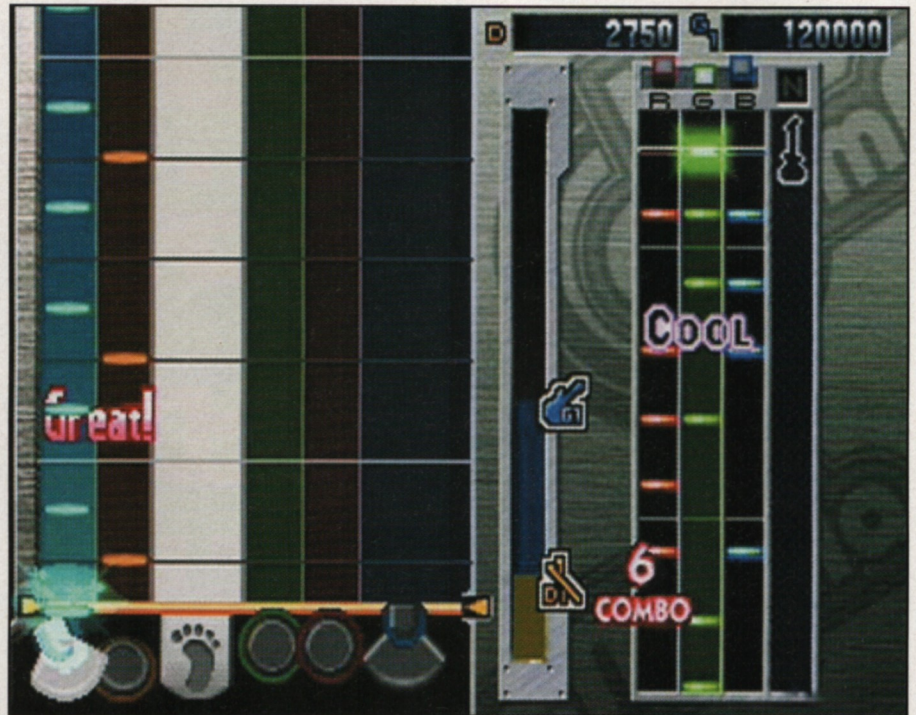
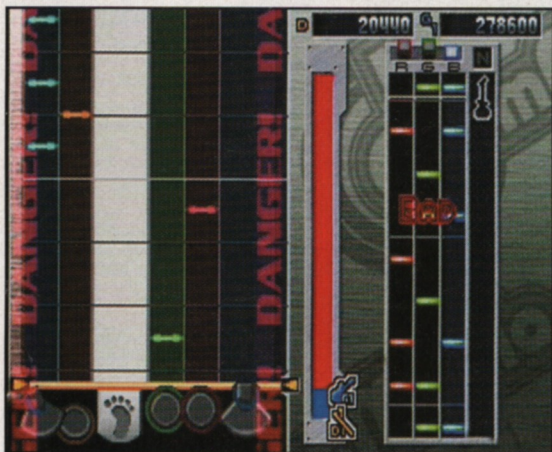
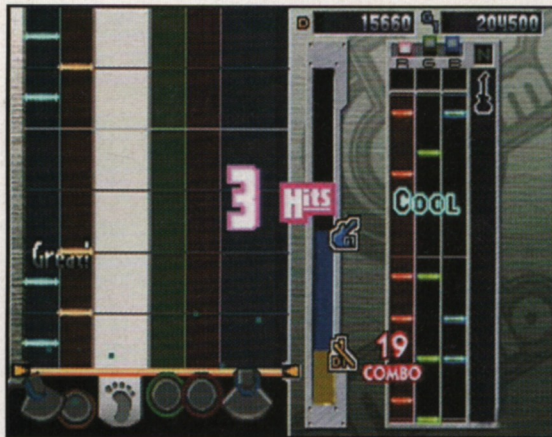
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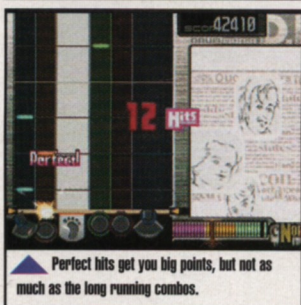
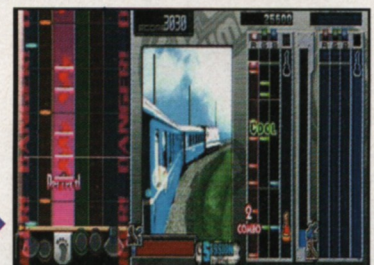
# DRUMMANIA

Publisher: **KONAMI**  
Developer: **KONAMI**  
Price: **£70 (IMPORT)**  
Released: **OUT NOW**  
Genre: **MUSIC**

It's every boy's dream to be a rock star, and for a few hours your childhood dreams can come true with Konami's latest arcade conversion.



A-Train VI crossover?  
Definitely an interesting  
video for a music game.



Perfect hits get you big points, but not as much as the long running combos.

## YPS2?

You know I can't see one reason why Konami saved this for the PlayStation2 - oh, apart from the fact that by making it a launch title they're guaranteed to get a hell of a lot of coverage for it. Of course it's a decent game, but there's no reason why it couldn't have been squeezed into the original PlayStation hardware.

The concept of music titles is relatively new. Once limited only to a few obscure arcade machines and a pile of bizarre Japanese console titles, all that changed with the release of the breakthrough *PaRappa the Rapper* to our shores, showing that there was a verdant domestic market for this bizarre genre. *Bust a*

## Beat Boys

It's fair to say that the genre hasn't really taken off over here in the UK outside of Sony's rapping canine, so fans usually have to resort to import stockists for their musical kicks. *DrumMania* is Konami's most recent coin-op success. Like *Guitar Freaks* before it, this follows a similar

## The Fallen

Sticking with the *Bemani* theme, you've got to cope with a scrolling side bar representing various beats. As they fall and hit the beat line, you've got to press the appropriate button on your pad, or, if you've managed to get hold of the *DrumMania* controller (see box out), beat the appropriate pad. Your

**"Like the musical instrument it copies, pulling off a steady beat isn't easy, and getting a break or a fill-in right takes practice"**

*Groove and Dance Dance Revolution* are some other examples, but Konami are the undisputed kings with their *Bemani* range that includes smash coin-ops conversions *Beatmania* and *Guitar Freaks*.

style to their previous release, *BeatMania*, but instead places its focus on a specific instrument, which this time around is, amazingly, the drums (oh yeah...), not the full range of sounds as before.

Excite meter shows you roughly how well you're doing; get too many notes wrong or badly timed, and then the meter drops. When it's completely run out, it's game over - simple as that.



## Hold Me Now

Some of you might find the game easier using the pad, but like *Guitar Freaks* and *Dance Dance Revolution*, using the *DrumMania* controller is the only true way to play the game. You'll have to play extra for the kit – almost as much as the game in fact, which makes it a bit of a specialist item – but it's a high quality drum pad with a nice metal stand too.

*DrumMania* still plays well with the pad, but it's just not the same without it.



Some of the classic *Guitar Freaks* tracks have made it in, including the abysmal 'Cutie Pie'.

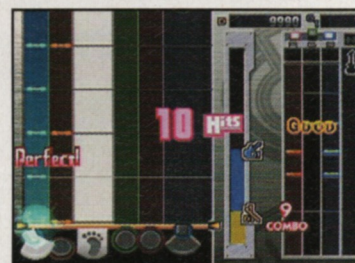
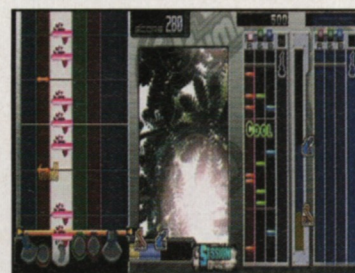


The grid to the lower left shows you what to expect from the upcoming song.

## Beaten Track

The main difference this time is that unlike any of Konami's other games, it's going to help if you've taken a few lessons before because this isn't an easy game. With a total of six different drums on screen, there's a lot you need to take in and it gets very complicated, very quickly. Like the musical instrument it copies, pulling off a steady beat isn't easy, and getting a break or a fill-in right takes

and basically all of the typical *Guitar Freaks* style tracks. Of course a game like this would only be worth buying if every tune in the game was incredibly cheesy, and Konami aren't disappointing here. One of the most impressive features we found was the unique session mode that basically allows a second player to plug in his guitar controller (the very same one you used for *Guitar Freaks* on the PSX) and jam alongside the drummer



an arcade-perfect conversion, it's well presented and has a very fresh feel to it, but in the end it's a just a *Bemani* game. It's great fun for a while, but gets repetitive after that. The multi-player mode does inject some of the all-important lastability, even if it is an incredibly tough little

**"Of course a game like this would only be worth buying if every tune in the game was incredibly cheesy, and Konami aren't disappointing here"**

practice, so don't expect to waltz straight into the difficult mode and finish the game. But I guess at the same time if you're using the official controller its pretty good practice for any budding drummer out there.

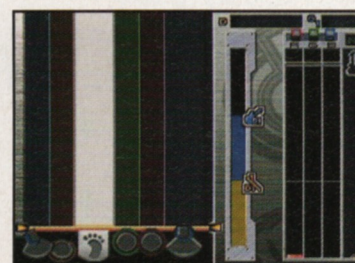
## Finely Tuned

Musically the game is just what we've come to expect from *Bemani*. Like the instrument, the range of styles is impressive. Mixing a few of the well-knowns from *Guitar Freaks*, you'll be bashing along with rock, punk, ska,

in the same song (when they've come up with *BassMania* and *VoiceMania*, just watch those multi-tap peripherals fly off the shelves). As you'd expect, it's a superb multi-player game, providing you own the peripherals to make the most of it.

## Break Beat

So no mention of this being a PlayStation2 launch title yet, but that's hardly surprising considering that this really doesn't show off the machine to its fullest. Of course its



## Second Opinion

Having sold our souls to Satan to get hold of our now beloved PlayStation2 and all the launch titles we could fill our pockets with, you can imagine our dismay on being presented with what is nothing more than an average PlayStation shelf-filler. As a piece of software judged on its own merits, this is yet another in the long line of toss Japanese music creation games, and as a launch title for the most powerful games console in the universe, this is shamefully bland. Clearly Konami want an early piece of the PS2 pie and don't care how they achieve it; after all, the feeding frenzied public always snaps up launch titles no matter their quality. Both the PS2 and the games players deserve much better than this. Jim

## The final SCORE

- + Typical *Bemani* style, typical *Bemani* gameplay.
- + Excellent multi-player action.

- Very tough with a sharp learning curve.
- Need to splash out on a pad to get the most from it.

A decent music game from Konami which can't make the most of the PS2 by default.

# 69%



# STREET FIGHTER EX 3

Publisher: **SONY**  
Developer: **CAPCOM**  
Price: **£75**  
Released: **OUT NOW**  
Genre: **BEAT 'EM-UP**

If you are going to release a new console, what better way to start the game catalogue than with an already established brand – Street Fighter, for example.



▲ The hockey team were looking to win again. Bring on the girl on girl action, oh yeah.



▲ Vega, the self proclaimed winner of the armpit-shaving compo.



## YPS2

There is no way, not even with master programmers at Capcom at the helm, that this game could ever have been released on the PlayStation. That said, I don't think *SF EX 3* has in any way been fully optimised for the PS2; the slow down on some of the three and four-player sections is terrible, and the overall speed is not really that far removed from the PSX. It does look pretty nice, though.

Nintendo's SNES incarnation of Capcom's *Street Fighter II* is legendary for being one of the biggest milestones in the development of home gaming. Before its release, console games had always suffered in comparison with their arcade counterparts; the basic internal structure and processing power of the early gaming systems meant that these machines were unable to produce such high quality graphics and sonics as the coin-op. *SFII*,

Sony's new PS2 hardware pushing the bar to previously unobtainable heights. How fitting that Capcom's *Street Fighter* saga should be one of the most important launch titles in the history of gaming.

## Winning Formula

*Street Fighter* is one of those cult titles which refuses to die. Sadly, previous sequels on the PlayStation have mainly been content to retrace the original's 2D formula into the ground, yet gamers have lapped

Capcom's latest instalment brings the old characters from the original

**"The end credits, aside from letting you know who put the game together, serve as a bonus stage of sorts"**

however, marked the first near arcade-perfect conversion, bringing the arcade into the home. Such huge technical advancements have finally seen the home game overpower that of the arcade, with

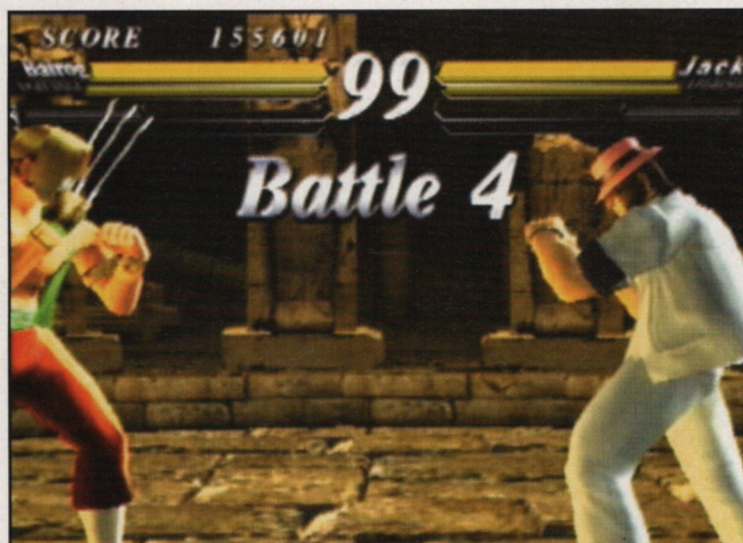
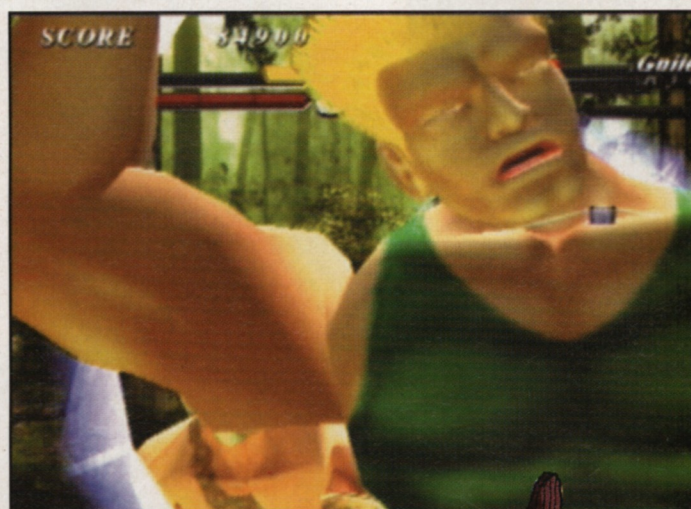
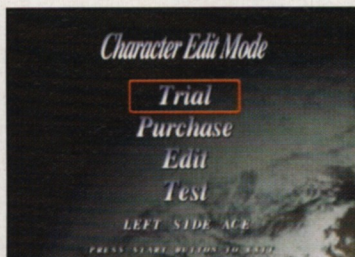
them all up regardless. Maybe it's just been a case of people sticking to what they know; after all, many of the moves have remained unchanged despite the various graphical advances over the years.

games onto Sony's next-gen machine for the very first time, and its new-found graphical savvy will breathe new life into an age-old formula. However, the obvious question is, can this rival Namco's



## Starting from Scratch

One of the most interesting features of *Street Fighter EX3* is the character edit option which allows you to custom build yourself a fighter. This fighter can then be pitted against Guile, Vega and the rest of the old school fighters. To beef your fighter up, you need to earn experience points through undertaking various missions and then spend the experience points learning moves.



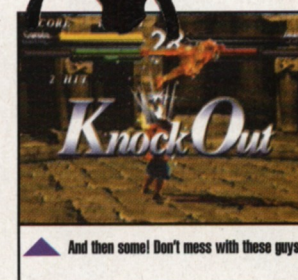
forthcoming *Tekken Tag Tournament* for the 128-bit beat 'em-up belt, or will the old school not be cool?

taken to the next level – or should I say platform? Personally, my first experience of *Street Fighter* outside of the smoky arcades I

it ain't broke' or just Capcom not wanting to stray too far from a winning formula, I'm not sure.

### You Wanna Fight, Pal?

The game's primary mode is original mode, where you get to



**“Although the character graphics used in SFEX3 look pretty amazing when standing still, there are just too many problems when you are involved in any sort of action”**

### Round Fifteen... Fight!

Those of you who haven't played a *Street Fighter* game for a while are going to get a bit of a shock – Ryu and Co. have gone all third dimensional. Okay, so the *Street Fighter* series has been dabbling in the world of 3D for a little while now, but Capcom's latest episode in the ever popular saga has been

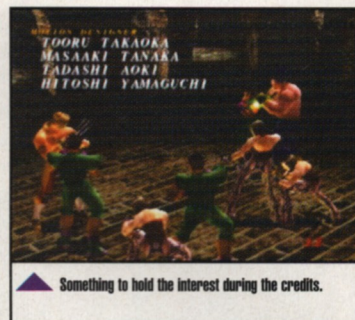
used to frequent was *Street Fighter* for the Super NES, and at £50, I felt like I was getting a bargain. Playing *SF EX 3* all these years later instantly feels like that classic game. Sure, there is a tag mode and some new characters, but the moves are still the same, and many of the original characters are still there. Whether this is a case of 'if

pick one character and dive straight into a short but sweet fighting quest. Your first match is against three opponents – all at the same time. After winning this, and any other matches in this mode, you will be asked if you'd like to recruit one of your opponents as a tag team partner. You can recruit up to three partners as you progress





It may be in 3D, but this is still the classic gameplay.



Something to hold the interest during the credits.



Note the light particles – lovely stuff.



through the six-match quest, which comprises tag battles, team battles, and a two-on-one match to finish. The end credits, aside from letting you know who put the game together and getting you acquainted with currently

infinite combo meter and keeps track of how many of the bad guys you can knock out before the credits end. Get a high enough amount and you unlock one of the ten hidden characters. While this added bonus is fun as well as useful, the slowdown at times is atrocious and can be extremely annoying, especially as you'll have probably paid seventy odd quid for this game. The other fighting modes in the game let you set up tag battles, dramatic battles, team battles, and four-player matches at will.

people (once the multitap is released) and should be a top post-pub game. The only trouble is that by the looks of things, the frame rate will suffer terribly. You can have one vs. three, two on one, or a plain old tag team match, but even in these modes, the frame rate drops considerably. While it is never anywhere near as bad as the bonus section at the end of the one-player game, it is definitely noticeable.

**“For starters, many portions of the game are plagued by slowdown of varying degrees. If you have more than the standard two characters on the screen at once, the game starts to get jerky”**

popular Japanese names, serve as a bonus stage of sorts, where your character is pitted against six or seven random fighters, each of whom you can beat with only one or two hits. The game gives you an

### Rumble!

One of the coolest things about the game is the Arena mode (or the similar matches that appear throughout the one-player mode). This mode can support up to four

### Eye Candy

Although the character graphics used in *SF EX3* look pretty amazing when standing still, there are just too many problems involved when you are involved any sort of action. For





starters, many portions of the game are plagued by slowdown of varying degrees. If you have more than the standard two characters on the screen at once, the game starts to get jerky. Add a fourth character to the equation and the game slows down even more. As mentioned earlier, the end credit sequence is also horribly slow. Another little problem is that the animation is the same as it was in *EX1* and *EX2*. Granted, you can't exactly add lots of frames to the moves and keep the

start playing, Ace has no special moves whatsoever – a blank slate if you will – but as you complete the various tasks set to you (block all attacks, perform a three-hit combo,

perfectly. The music, however, doesn't always fit the action, and in a 'how not to' demonstration of audio streaming, the music changes when other characters get tagged in,

**“At the end of the day, *Street Fighter EX3* smacks of a game that has been rushed out to meet the deadline of the console release, and subsequent developers should take note not to make the same mistakes”**

game's timing as faithful to the *Street Fighter* series as *EX3* is, but now that the fighters don't look so blocky, the jerky animation really stands out.

### It'll Build Your Character

The first real nice surprise in the game is the character edit mode, which is kind of like an extension of the expert mode that appeared in both *EX1* and *EX2*. This time, instead of having a set number of missions to complete with each character, *EX3* gives you Ace, a fighter who looks like he belongs in the *Rival Schools* universe. When you first

execute a combo that does over 90 points of damage and the like), you earn experience points. You use these points to buy Ace's special moves and super combos, which you'll need to complete tasks later in the edit mode. Eventually you should end up with a character who can hold his own against the standard characters in the other game modes.

### Hear Ye, Hear Ye

As far as sounds go, the game is packed with great effects which accompany the super-combo fireballs and other special attacks

so you never listen to one song for long and the whole thing ends up a little disjointed.

At the end of the day, *Street Fighter EX3* smacks of a game that has been rushed out to meet the deadline of the console release, and subsequent developers should take note not to make the same mistakes that Capcom have made with the slowdown and jerkiness. That said, you could do a lot worse than *Street Fighter EX3* as your second PlayStation2 purchase – as long as you've got *Ridge Racer V. Russ*



## SECRET OPINION

I've never been that stuck on *Street Fighter*, but I've not been able to put this down since it came in to the office. The 3D fighters, lushly detailed backgrounds and stunning visual effects are just what the series has been crying out for for years. Retaining the original's control method has worked wonders here, and this instantly playable fighter will serve PS2 owners well until the release of *Tekken Tag*. Downsides? The slowdown in multi-player mode is pretty poor. All said, this shows the way forward for the series. Joe

## The final SCORE

- + Looks nice... at least it does most of the time.
- + Instantly feels like a *Street Fighter* game.
- Terrible slowdown in several areas.
- Some dodgy music scores.

A half-decent addition to the *Street Fighter* family, and a good attempt at a first generation PS2 game.

# 86%



## The Improved Textures

Yes, there is an option in the configuration menu to change the PlayStation driver to improve the textures on original PlayStation games. It doesn't increase the resolution, but it does smooth them down, so the effect works a lot better on some games than others where it isn't really noticed. There's also an option to boost the loading times which makes use of the faster CD drive.

Sony Computer Entertainment

## The Loading Screen

Thankfully you'll never have to put up with that mind-numbing signature tune again. Instead Sony have put together a loading screen that we're pretty sure will never grate. With minor sonic tinklings and some great visuals, lots of pretty colours and light trails, cubes and clouds, the PS2 awakens.

## The CD Player

Just like the PlayStation CD player, this is your basic CD player which, we're happy to report, works really well. The PlayStation2 does actually have an optical output connection, so hopefully you'll be able to hook up a mini disc and record some tunes. Oh, and there's a CD browser menu so it's possible you'll be able to use that for utility or demo discs in the future.



# THE DAWN OF A NEW ERA...

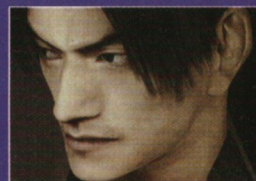
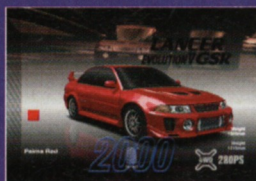
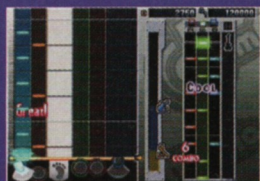
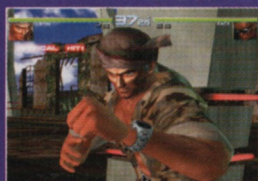
It's finally here – the world's premier console has made way for Sony's new child, the PlayStation2. You've heard about the games, you know about the specs, but how does the machine feel to use? TOTAL STATION takes the PS2 out for a test drive, and here are the results.

### Jim

All eyes will be on what I'm saddened to admit is a decidedly average bunch of launch titles. *Ridge Racer V* stands out from the crowd simply because it's *Ridge Racer* and already an integral part of Sony's heritage, but in all honesty the rest of the bunch have failed to impress. Certainly not the massive push or leap in technical prowess as one could have hoped, but instead an eye opening indication at the obvious power of this amazing machine. Hey, it's not all bad news when you pause to remember that Sega saw fit to send the Dreamcast on its journey with a second rate beat 'em-up and some toss with *Godzilla* headlining. It's still very early days, and Sony have got some tricks up their sleeves.

### Joe

It's always a tough one to judge when dealing with the first wave of software for a new console. The better the technology, the longer it takes for developers to use it to its full potential. After all, compare any PlayStation game from 1995 with any top-drawer title from the last few years... exactly. So, while *Ridge Racer V* and *Street Fighter EX3* may be all looks and little substance, we can certainly see the potential in Sony's PS2, and it's hard not to get excited by it all. Okay, so it may not make the tea or bring about world peace, but Sony's new upstart shows moments of sheer brilliance (despite import prices equivalent to a small village in Wales).

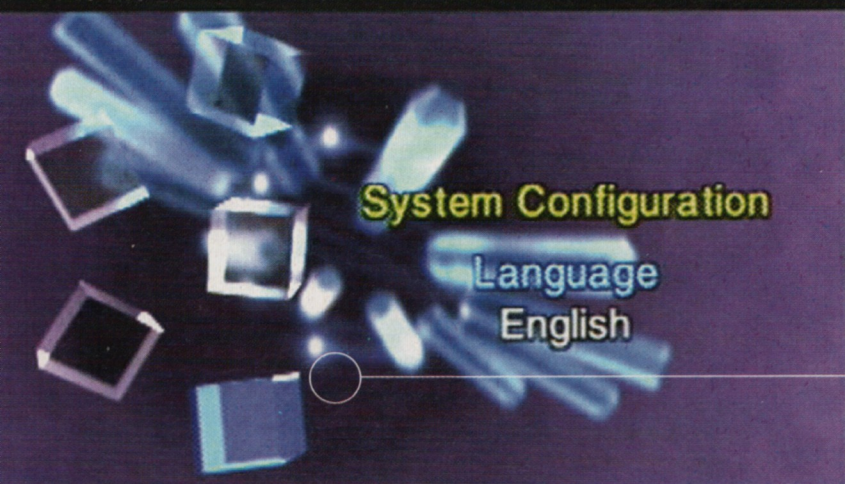




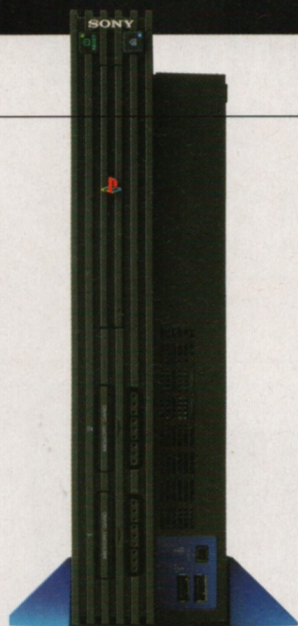
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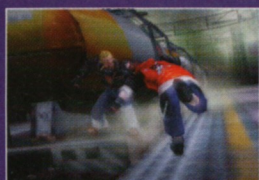


## The Machine

Sleek, black, and, coolest of all, sporting a purple light under the eject button, the PS2 is an awe-inspiring piece of kit. Running in at only 30cm long, it's a bit smaller than expected, but it has the look and feel of a more classy and stylish machine than the previous blocky PlayStation shell. Almost as natty as the purple light is fact you can turn it up on its side and slot the CDs into the tray so they can't fall out and even twist the PS logo 90 degrees sideways. It runs incredibly quietly, but our only two (and they are minor) complaints are the vibrations on our desks from the chunky fan and the lack of the industry standard four controller ports.

## Will

Sorry to be the sceptic in the crowd, but my first impressions haven't lived up to expectations. Don't get me wrong, I'm not faulting the machine at all, it's just that after seeing upcoming games like *The Bouncer*, *Munch's Oddysee* and *GT2000* in action, the launch games seem a little rushed in comparison. That said, there is no doubt that Sony have put together a system that will totally reshape the gaming world over the next five years – that potential, at least, is not hard to spot. Technically the PS2 launch line-up equals or surpasses everything I've seen thus far on the Dreamcast. Sega will be worrying, Sony are selling, and I'm looking forward to the next year with great expectations.

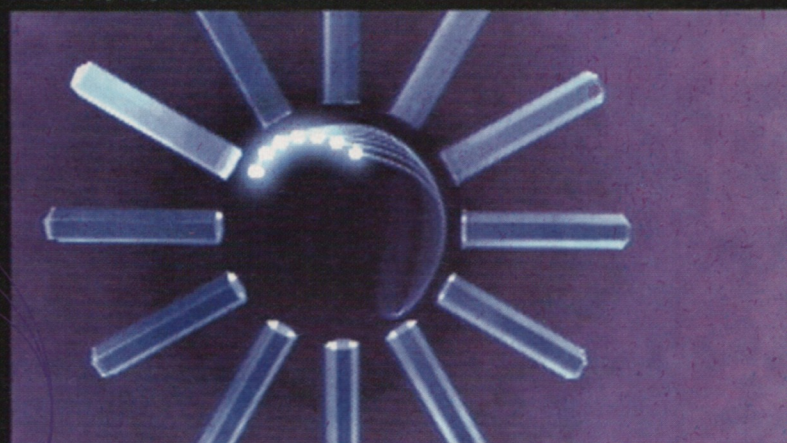


## The English Text

Thankfully for import buyers, Sony have included an option on the menu screen enabling the player to change the text on the system menus to English, so you'll be able to work your way through the other options like clock set-up and video output without too much trouble – which is a massive bonus if you're a bit of div like us.

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□ Display

## Russ

After months, nay years, of waiting, the PS2 is finally here. Well, not here, but it is out in Japan and, boy, was it worth the wait. A reported 980,000 units were shifted in the first weekend, queues stretched around the block, and Sony made a lot of money. But surely there can be little doubt in anybody's mind that this machine has been hyped so much that it couldn't help but fail to reach the high expectations of the gaming press and public.

So if you read some bad reviews and previews, just remember that games on the original PlayStation have only just reached their full potential. Wait for a few months and the PS2 is going to blow the lid off the gaming world, big time.



# And they will come

TOTAL STATION takes a sneak peak at the big games to look out for on the PS2 in the year 2000



Publisher: **NAMCO**

Released: **MARCH**

More Info: **ISSUE 50 - 5 PAGE PREVIEW**

**ISSUE 51 - 2 PAGE SPECIAL**

**ISSUE 52 - NEWS**

## TEKKEN TAG TOURNAMENT

**B**illed as the best beat 'em-up ever, news that Namco wouldn't be able to promote it with the launch of the PS2 must have come as a big blow at Sony HQ. On paper it might just be an arcade port, but Namco have taken every opportunity to make this the showcase game for the power of the PlayStation, and there is no doubt that *Tekken Tag Tournament* will do just as much to promote PS2 sales as *Tekken* did for the original machine.

Sporting over 30 playable characters, a tweaked and

improved moves list, four player modes using a multi-tap, and one of the most impressive graphical improvements over an arcade version we've ever seen, *Tekken Tag* is already standing head and shoulders over every other beat 'em-up game on the market.

Namco have proven that once again that they are the undisputed kings of the genre. Just how do we know this without playing the game? Just call it professional intuition.

Publisher: **SQUARE**

Released: **MARCH**

More Info: **ISSUE 52 - NEWS**



## THE BOUNCER

**A** few months back (issue 49), we were lucky enough to attend a Sony conference held in Los Angeles hosted by Sony big bod Phil Harrison, where we were told us that the PS2 would be a platform for original games and not just sequels. *The Bouncer* is the first step towards a totally new style of game.

Mixing the skill of *Tekken* with the style of 'The Matrix', this is the first action movie/beat 'em-up crossover. The graphics are drawing all the headlines, but there are also strong hopes for the gameplay. Every level is structured so as you make your way through, various events such as explosions or train crashes can alter the layout of the level. At the moment it's easily the most wanted game in the TOTAL STATION office, and if Square can deliver everything they're promising, *The Bouncer* is going to be one massive game – you can be sure of it

◀ This character is the most well known, and we don't even know her name! Looks pretty horny, though... ▶

No, it's not artwork, this is an in-game screenshot that makes full use of the special effects capacity of PS2. ▶





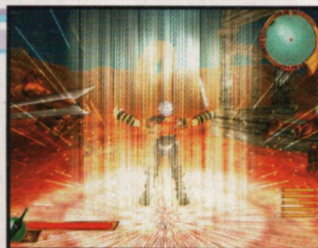
# EVERGRACE

Publisher: **FROM SOFTWARE**

Released: **MARCH**

More Info: **ISSUE 50 - NEWS**

**ISSUE 51 - 2 PAGE PREVIEW**



**B**eing the Japanese launch and everything, you've got to expect at least one RPG, but thanks to From Software we've got two. After *Eternal Ring* (ooh-er) comes *EverGrace*, a real-time RPG that was originally targeted for the PlayStation but was bumped up shortly after the announcement of PS2.

Although *EverGrace* isn't the most graphically demanding game Sony's new console has to cope with (it looks more like one of today's PC titles), the game sounds like a great twist on the traditional RPG formula. The battles are fought out in real time, resulting in a mix of *Zelda* and *Parasite Eve* styles, and the three episodes of the game intermix with each other, leaving a decent plot. From Software seem to have put a lot of work into *EverGrace*. Judging from the growing hype in the industry, it could be something very special, and it isn't far away.

Originally intended for the PlayStation, here's an example of how From Software have beefed the game up for the PlayStation2.



# MUNCH'S ODDYSEE

Publisher: **INFOGRAMES**

Released: **SUMMER (US)**

More Info: **ISSUE 50 - 4 PAGE PREVIEW**

**ISSUE 51 - 1 PAGE SPECIAL**



Characters that you don't control have their own virtual lives and must interact with each other to complete their various everyday tasks.

**O**ddworld Inhabitants are about to show how the power of the PlayStation2 can be used to make better gameplay as well as better graphics. Taking the idea of the *Abe's* series and adding to it in every possible way, *Munch's Oddysee* moves in 3D complete with one of the most detailed and immersive gameworlds ever created.

The game features a fully functional eco-system where creatures are born, grow up, get jobs and die, where animals travel in

herds and protect their territory, and other Mudokons remember that you sold their child into slavery and try to get back at you later. Take all that and then combine it with the *Oddworld* style, plenty of twisted humour and some of the most amazing graphics you've ever seen, and you've got yourself a winner. *Munch's Oddysee* is expected to be ready for the US launch later this summer, and it keeps on looking better and better.





Publisher: **SQUARE**  
Released: **MARCH**  
More Info: **ISSUE 51 - NEWS**  
**ISSUE 52 - 2 PAGE PREVIEW**

# DRIVING EMOTION TYPE-S



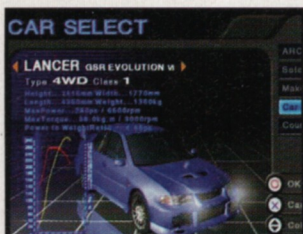
Just think, in a year's time we'll all look back at this and talk about how dated it looks.



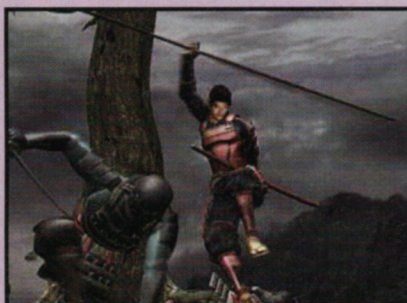
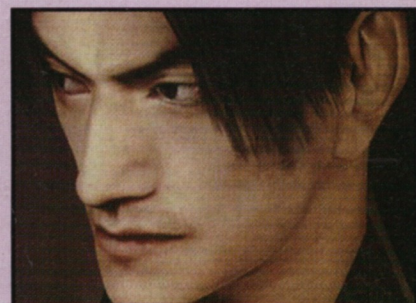
**S**quare's second PlayStation2 title is a headstrong venture into the racing genre. Square might not be well known for its racing pedigree, but we're not about to argue with one of the biggest software houses on the globe.

Until the release of the delayed *GT2000*, *Type-S* will almost certainly be holding the title of best racing simulation on the PS2, and should give *Ridge Racer* fans something else to look at. Featuring licensed cars and replicated Japanese tracks, plus some of the most amazing scenery the genre has ever seen, their first racer since the Jap-only racing RPG *Racing Lagoon* is unlikely to be a disappointment. A two-player mode is also confirmed and, get this, there will be no drop in detail or speed or frame rate. Take a look at these single-player screenshots and pretend that's not impressive. There is no doubt in our minds that Square is onto yet another winner.

Most of the famous Japanese car manufacturers will appear in the game.



*Gran Turismo* eat your heart out, the replays in *Type-S* have to be seen to be believed.



Publisher: **CAPCOM**  
Released: **LATE 2000**  
More Info: **ISSUE 50 - NEWS**  
**ISSUE 51 - NEWS**

# ONIMUSHA

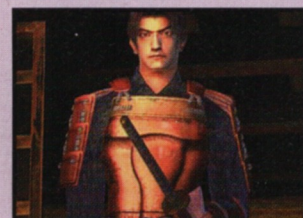


**R**ecently pushed back to summer and potentially not ready till winter, *Onimusha* is one game the PlayStation2 will miss at its launch. Although details of the game have been hard to come by, the buzz surrounding Capcom's latest *Resident Evil* inspired game has been growing very quickly.

The stunning grabs from the CG sequences seem to be selling the game by themselves. It's a history-based game set around the Japanese Civil War, with you, a

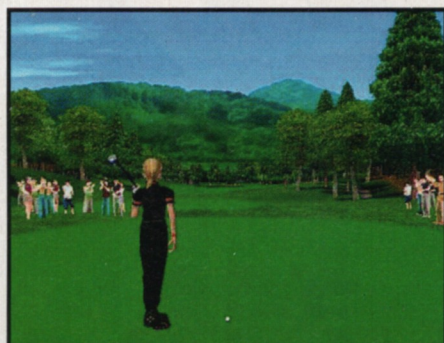
character named Samanosuke Akechi, sent in to assassinate an enemy chief. Being set in the age of swords and crossbows, this should be an interesting take on the high-tech alternatives of *Resident Evil* and *Silent Hill*.

*Onimusha: Dragon Warrior* definitely looks the business, but unfortunately we'll now have to wait till later in the year to find out the full story. With a bit of luck, it'll be ready in time for the UK launch.



Admittedly, most of these images are from cut-scenes — details of the in-game structure are still pretty thin on the ground.





# GOLF PARADISE

Publisher: **T&E SOFT**

Released: **MARCH**

More Info: **ISSUE 51 - NEWS**

**S**ome have had to put up with a lot of slack about the PlayStation launch line-up during the past month or so. Admittedly, a lot of the games haven't been that ground-breaking, but the big games are coming. *Golf Paradise*, originally on that launch list, has recently been pushed back and is now only a few weeks down the line.

Okay, so it's pretty rare for anyone in this office to get excited about a golf game, but T&E Soft have taken plenty of influences from the *Everybody's Golf* series. A good start, then, and from the graphics and range of gameplay, it doesn't look like golf fans are going to feel left out when they play the first of the next generation golf games. Let's see if they can make use of the extended analogue features of the PlayStation2's Dual Shock 2 controller.



◀ The best golf game ever? *Golf Paradise* may not be making the headlines, but it's an unfortunate casualty of the PlayStation2 launch line-up.

# RESIDENT EVIL 4



**C**apcom have already announced that the sequel to their amazingly successful zombie blasting survival horror series will appear on the PS2 in the near future. How near we don't know, but a Christmas 2000 release is very possible. Expect full 3D environments, amazing graphics and an all-new setting for what should be the best horror game yet.



# FINAL FANTASY X

**D**ue out in Japan early next year, *Final Fantasy X* is a sure-fire bet to make the PlayStation2 the number one console across the world. After the diversion of *IX*, number *X* returns to the realistic style of *Final Fantasy VIII* and switches to real-time polygon graphics. Not only does it look incredible, it's compatible with Square's new PlayOnline system too.



# GT2000

**A**nd now the bad news. *GT2000* has been delayed, and we're not expecting it until this Christmas. But every cloud has a silver lining, and this one could mean that Sony are working to improve on the game and make the most of the power of the new machine. Or it could be that *Ridge Racer V* was looking so good, they didn't want to compete. Whatever their reasons, the game is looking amazing. Look out for it later this year.





# Reviews Intro

Another helping of sequels again this month, but surprisingly they're **all pretty good**, with **Syphon Filter 2**, **Die Hard Trilogy 2**, and the latest instalment of **Micro Machines** perhaps the best examples. Elsewhere, it's all gone a bit **football crazy**, with two management updates and Eidos' latest shot at goal in the form of **UEFA Champions League**.

## PLAYERS' GUIDE

We review games on their individual merits rather than favouring one particular genre over another. All of our editorial team has their own unique area of expertise, and that's what we wish to achieve in our magazine – the fairest and most unbiased reviews around. One thing we won't forget is that while we get games for free, you lot are paying up to £40 a throw, so that should always be a primary concern for us as reviewers. With so many games released each month, we realise that most people will only be buying a few, so it's up to us to help you decide which ones to go for and which ones to steer well clear of.

Our step-by-step percentage breakdown should provide you with a clear and concise guide as to how our percentage scores actually translate in terms of a game's merits.



### 90-100

Now we're talkin'! This is clearly an example of the finest game of its type, the bee's knees, the mutt's nuts etc. If you don't go out and buy this game now, we might have no option other than to come over there and hurt you – with pain.



### 80-89

Massively playable stuff all round, but something about it has prevented it from achieving classic status. Maybe it's too short, a tad derivative, or a bit of munter in the looks department. Whatever it is, it's still well worth a purchase, though.



### 70-79

Maybe not everyone's cup of tea, this game will have an element of playability to it and will almost certainly appeal to fans of that particular genre. Inevitably, it could have been better, but if you can overlook the flaws, it should prove enjoyable enough.



### 50-69

Everything has its plus points, and this game probably has a few. Only problem is that its downsides far outweigh the good points. Little more than average, this game is sure to disappoint the majority of gamers.



### 30-49

Now come on, someone's having a laugh with this. The graphics look like they could've come from the Megadrive, while the animation is ropier than an episode of Rocky & Bullwinkle watched through the wrong end of a pint glass.



### 0-29

This game doesn't even dignify a response, let alone a review! Nobody but the most gullible and devoid of braincells should go within a mile of this sorry excuse for a game. If this game was a TV celebrity, it would be Ainsley Harriot.



# This month's stonking 26 reviews...

## 72 | Syphon Filter 2

Stunning sequel proving that there's life in the whole espionage-adventure genre yet.

## 76 | Hydro Thunder

Arse racer which gives more ammunition for Dreamcast owners to throw at us.

## 77 | Spec Ops

Above average PC port comes to the PSX courtesy of Take 2. Better than *Rainbow Six*.

## 78 | Formula One 2000

Another F1 sim for folk who get excited by that sort of thing – you really should get out more.

## 79 | Barbie Super Sports

We're big fans of Barbie, especially Russ, who's just off to play with his Barbie playhouse as we speak.

## 80 | Guilty Gear

2D beat 'em-up. Pretty average stuff really, but, hey, read all about it for yourselves.

## 80 | Theme Park World

Highly original PC-style strategy sim with highly annoying Scottish voiceover.

## 81 | Crisis Beat

Scrolling beat 'em-up in good for about twenty minutes shocker!

## 82 | Medieval 2

New addition of this atmospheric 3D platformer. Nice, but pretty much more of the same.

## 84 | Ghoul Panic

Namco's latest light gun shooter – essentially *Point Blank* with ghosts.



When a game achieves a certain level of excellence – winning a grade of 90% and above, instantly labelling itself a must-have purchase, the mutt's nuts and so on – then, and only then, will the Bang On award be given – your assurance that if you buy this game, your quids will be well spent.

## 85 | Jo Jo's Bizarre Adventure

Completely odd 2D fighting mayhem from Capcom. Not without its charms.

## 86 | Player Manager 2000

First of this month's footie management sims, and one of the most in-depth games of its type.

## 87 | Grudge Warriors

Driving around and shooting at stuff? Now that sounds original, doesn't it just...

## 88 | Fear Effect

Eidos' much hyped game, but is it a case of FMV looking for a game? Find out here...

## 90 | Army Men: Sarge's Heroes

Pseudo-sequel of *Army Men 3D* with toy soldiers battling each other in a variety of settings.

## 91 | Premier Manager 2000

Infogrames' current update of their popular football management series. Better than Anco's game?

## 92 | Star Ixiom

Spending the last few months in limbo, this outer space shoot 'em-up is finally with us. Probably have been best left in space, though.

## 93 | UEFA Striker

Eidos' new signing is ready to take on the big boys – or should it just hang its boots up now?

## 94 | Micro Maniacs

Long-awaited sequel to the seminal *Micro Machines V3*, but without the cars.

## 97 | Muppet Racemania

Kermit and Co. get on the karting bandwagon to try to capitalise on the success of *CTR* et al.

## 98 | Jap Attack

Latest helping of import goodies from the land of the rising sun, with *Vagrant Story* being the main highlight here.

You can never write the Japanese off, but when they make a bad game, man, do they suck – hence this new accolade for the worst import game of the month.





■ Publisher: SONY  
 ■ Players: 1-2  
 ■ Released: APRIL

■ Developer: 989 STUDIOS  
 ■ Price: £29.99  
 ■ Game Type: ACTION/ADVENTURE



## Syphon Filter 2



With **Metal Gear Solid's** sequel proving little more than an add-on disc, it looks like **Sony's spy stalking sequel** should hit home with all **devotees** of its unbeatable blend of **espionage-related action** – us included.

### FIRST IMPRESSIONS

It's all looking very familiar, but the whole control method has been refined considerably (thankfully). There's a bit of graphical enhancement here too, but on the whole it plays pretty much like the first. Let's hope that this is more of a true sequel than *MGS: VR Missions* was.



▲ Fighting for his life, Gabe started to regret buying that 'economy class' ticket at the booking office, but it had saved him a tenner.

A couple of years back, when Nintendo owners could boast the finest spy-related action adventure around in the form of the classic *Goldeneye*, we PlayStation owners could only mutter under our breath, only too aware that we had been shortchanged when it came to decent espionage-type



**"SYPHON FILTER MAY WELL HAVE BEEN ONE OF LAST YEAR'S RUNAWAY SUCCESSSES, BUT IT WOULD DOUBTLESS NEVER HAVE SEEN THE LIGHT OF DAY HAD IT NOT BEEN FOR MGS, AND INDEED, A CERTAIN N64 TITLE BEFORE THAT"**

romps on our machine. Of course, it wasn't long before Konami readdressed this with the yet-to-be-beaten *Metal Gear Solid* – a sheer masterpiece of a game which reinvented the whole stealth 'em-up genre. *Syphon Filter* may well have been one of last year's

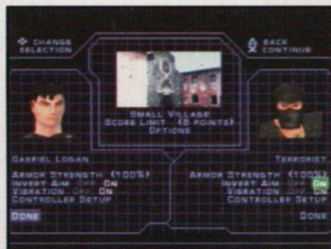
runaway successes, but it would doubtless never have seen the light of day had it not been for *MGS*, and indeed, a certain N64 title before that. No matter though, because far from an uninspired *MGS/Goldeneye* clone, Sony's own espionage adventure was an

absolute beaut to play, despite its sometimes slightly rough-round-the-edges appearance and occasionally sloppy controls. It had originality and depth, not to mention tough yet rewarding gameplay, and, above all, it had playability in droves.



## GAME OF DEATH

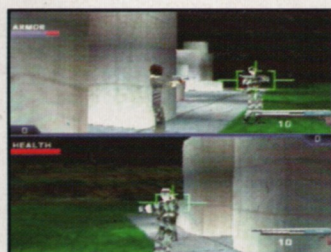
*Syphon Filter 2's* Deathmatch mode provides a diverting alternative to the mission-based format of the main game. Designed for two players, it's great fun for a while, but I can't help thinking that the split-screen mode is a bit lame, because you can easily see where your opponent is. A link-up mode might've been better, but you can't have it all, can you?



Choose between a number of characters and locations, some of which must be unlocked.



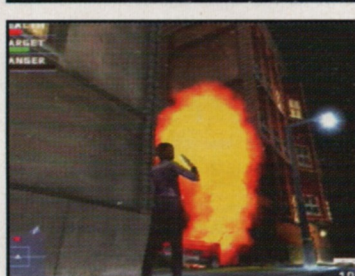
Caught on the wrong end of a grenade launcher – score one to player two, methinks.



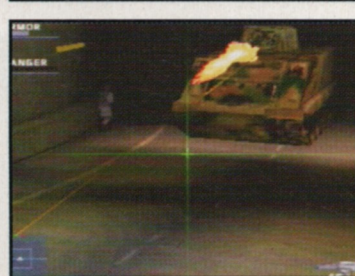
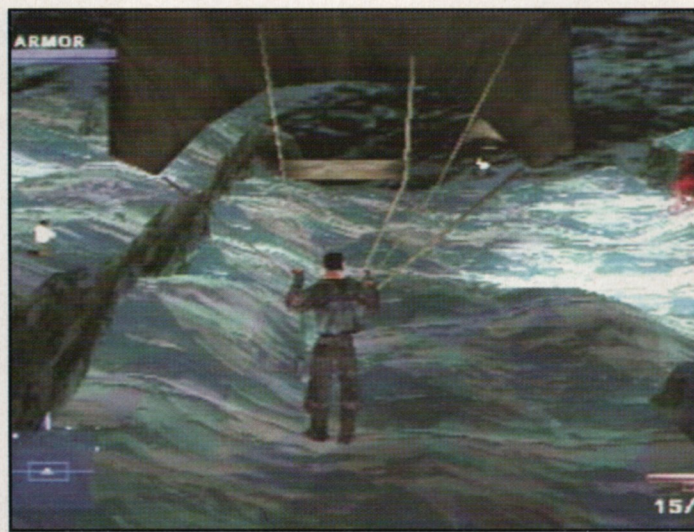
At situations like this, there's really nothing for it but to unload all your ammo as quick as you can.

## On Manoeuvres

With *Syphon Filter* widely regarded as a worthy competitor to *MGS* (it may not have looked as great, but it certainly offered a vast challenge, with enough to keep anyone playing for weeks on end), it was inevitable that a sequel wouldn't be too far behind. As good as it was though, the original was far from perfect and could always have benefited from some improvements. Sony have clearly paid attention to criticisms from the first game; *Syphon Filter 2* looks slicker than before, while both Gabe and Lian (the game's second playable character) are now easier to manoeuvre about the general scenery than before, be it scaling rocky slopes, creeping along heavily-



▲ Inevitable explosion shot – insert humorous caption here.



▲ There's no way you're taking this armoured vehicle out with that gun. Time for another strategy.

▲ From the moment you parachute down at the start of the game, it's non-stop action all the way, baby.



**"WHILE MUCH OF THE GAMEPLAY DOES LEAN TOWARDS OUT-AND-OUT SHOOT 'EM-UP ACTION, THE GAME FORCES YOU TO REALLY THINK YOUR WAY AROUND PROBLEMS, RATHER THAN JUST SHOOTING YOUR WAY THROUGH THEM"**

guarded corridors, or running across the top of a speeding train.

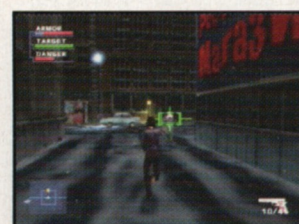
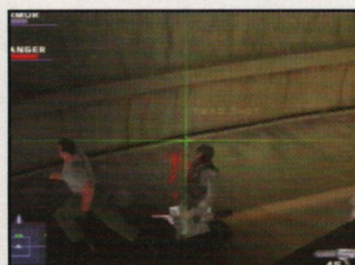
## The Plot Thickens

Kicking off with a suitably lavish FMV intro (another element of the game to have been improved since last time), the game pitches Gabe Logan – hero of the first game – at the top of a snowy mountain slope, after parachuting to safety from a burning plane. It's evident that some sort of treachery is afoot here, and it soon becomes apparent that both Gabe and Lian are being fitted up by the very agency that employs them. So, with the plot unfolding as the game progresses, the player is left to

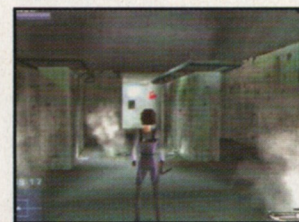
discover exactly who has got it in for them whilst struggling to stay alive amongst an almost constant flurry of gunfire. Sound good to you?

## Proceed With Caution

The action flows thick and fast throughout the game (a quality which the original certainly possessed), but *SF2's* strength is its ability to keep your interest for the entire duration of the adventure. While much of the gameplay does lean towards out-and-out shoot 'em-up action, the game – much like its direct descendant, *MGS* – forces you to really think your way around problems rather than just shooting your way through them. In fact, weapons won't



▲ The various locations are all much more elaborately detailed this time round.



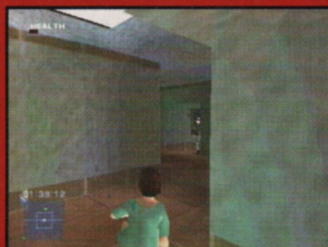


## GENTLY DOES IT

The name of the game is stealth here, as if you didn't already know. Carefully plan out your strategy before you act or you'll find yourself in all manner of bother (or just dead, really).



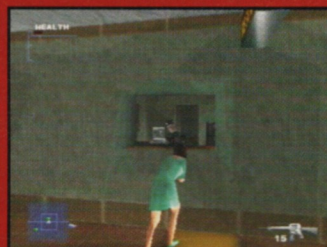
Sneaking up on a guard from behind is sometimes an easier way to take his weapon or ammo without attracting any unwanted attention.



On the second level, you'll need to hone your stalking skills to enable a totally unarmed Lian to escape from this heavily guarded building.



Just as well this is only a game, because there's no way we'd do this. Biological virus or not, that's just plain bloody madness!



Will he spot you, or can you creep past undetected? Just the sort of dilemma that presents itself at every corner of the game.



▲ One feature that *MGS* never had was the ability to shimmy across ledges – score one for Gabe.

## BOYS TOYS

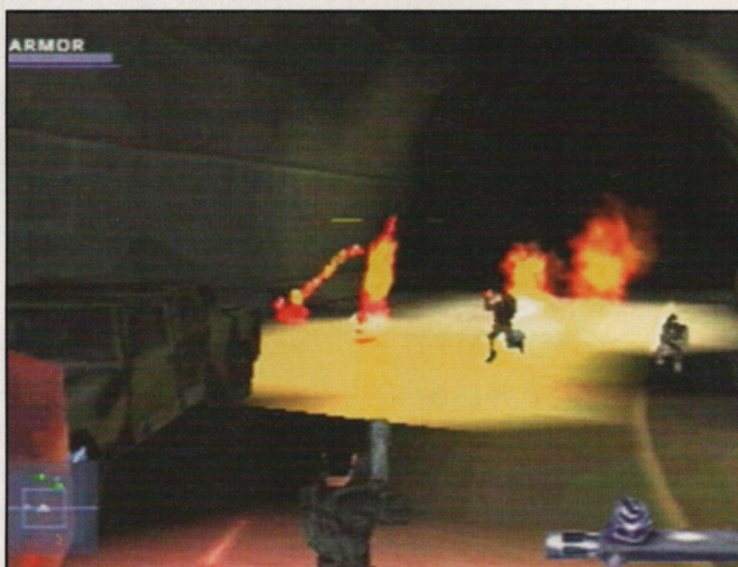
Any espionage-adventure worth its salt has to have a healthy amount of cool gadgets to acquire during the game. *Syphon Filter 2* has its fair share, although you won't get them until later on in the game – they have to be earned.



The night-vision goggles are essential in some of the game's later stages, and they also make everything go green, which is very... hmmm... green.



The binoculars can zoom in and out on the target, although they don't offer good vision in dark areas, nor do they go green. Such is life.



help you on a number of the levels where the use of stealth is much more important. A perfect example is the

up the gameplay from basic search and destroy objectives and forces the player to really think before they act. In

**"MAKE THE MISTAKE OF PEERING ROUND THE EDGE OF A VAN JUST AN INCH TOO FAR AND YOU'LL BE KILLED INSTANTLY WITH A SHOT TO THE HEAD FROM AN ENEMY SNIPER"**

second level, where you must guide Lian from her hospital bed, through a heavily guarded basement, totally unarmed.

### Think Before You Shoot

The reintroduction of stealth in the game is certainly welcome, as it breaks

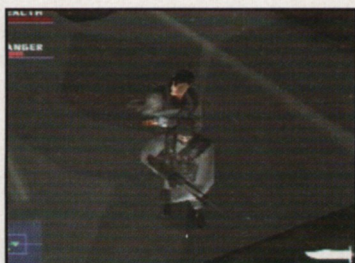
fact, when ducking behind alcoves in guarded corridors in a desperate bid to avoid detection, you'll find yourself completely drawn in by the whole experience. Yes, you'll be utterly frustrated when you get caught time after time, but there are still very few

games which can match the sheer level of involvement and immersion as *Syphon Filter 2* offers (anyone who's played *MGS* will know just what I'm talking about here).

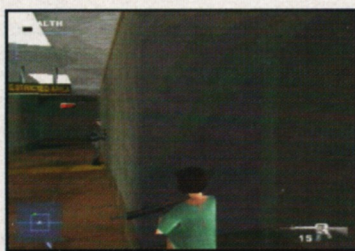
### Eye Spy

If one thing is certain here, it's that *Syphon Filter 2* is quite possibly one of the hardest games of its type that we've played for a long, long time. Okay, so *Tomb Raider IV* had its share of brain-taxing puzzles, but staying alive here will require 110% total concentration on your part. To avoid

being picked off by snipers, for example, you'll need to creep ahead a few metres at a time, taking cover behind anything you can whilst making full use of your binoculars to avoid detection, and also your razor-sharp shooting skills once you do get spied.







▲ Try to creep past at the right moment, or take out the guard and risk alerting the others? It's up to you.

Make the mistake of peering round the edge of a van just an inch too far and you'll be killed instantly with a shot to the head from an enemy sniper.

### Backs Against the Wall, Chaps

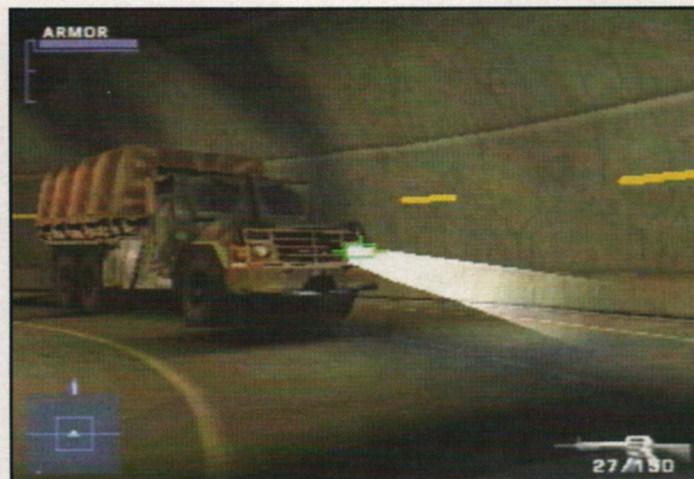
SF2 is unforgiving in its realism. Think you can just charge down a corridor with your guns blazing? Think again. You'll be cut to pieces in the time it takes for a high velocity rifle to pierce a hole in your chest (i.e. less than a second). However, far from rendering the game unplayable, this merely makes for a much more



▲ Take a good look around before you make a run for it – snipers are often lurking on higher ground, so be careful.

### The Thot Plickens

By spreading the game out onto two discs, this has given 989 Studios enough room to cram much more plot-driven narrative into the game, in the form of both cut-scenes (rendered in the style of the in-game graphics engine) and slick FMVs. As with any game of this type, the plot is equally as important in your enjoyment of the game as the other elements, and so gladly we've not been let down here, with a complex plot unfolding, telling tales of corruption and deceit. Think



▲ To have the best chance of avoiding detection, you might have to shoot out the lights in tunnels, including headlights of vans parked inside.

### The Final Verdict

Okay, so while there are some great touches to be found here, such as the laser-scope crossbow, night-vision goggles, and the inevitable reappearance of the good old sniper mode, there's

### OR...

Name:  
SYPHON FILTER  
Publisher:  
SONY  
Comment:  
EXCELLENT  
VARIATION ON  
MGS.

Name:  
METAL GEAR SOLID  
Publisher:  
KONAMI  
Comment:  
A BONA-FIDE WORK  
OF ART.



### SECOND OPINION

#### JIM WIMPS OUT, YET AGAIN

Bloody hell, this is well hard! The original *Syphon Filter* was pretty tough, but this a complete 'mare. But instead of prompting me to take my usual escape route of claiming this ain't my cup of tea to hide my gaming flaws, I refused to back down from the challenge. Games such as this mark the way forward for software. Realism fused with amazing AI and sexy Asian babes – could this be the best game ever? Well, no! But it's certainly very, very good.

### KNOW THE SCORE

A worthy successor to the ace original with a few added nips and tucks. A hugely challenging romp.

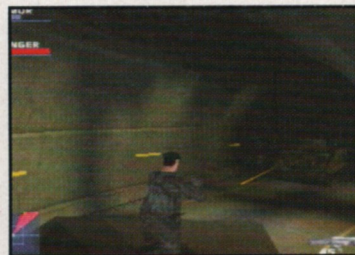
**Total Station** **SOLID...** Looks great, cerebrally challenging.  
**SLACK...** Bloody hard – at times, frustratingly so.  
**90%**

## "SYPHON FILTER 2 IS STILL, PERHAPS INEVITABLY, GOING TO PLAY ROGER MOORE TO METAL GEAR SOLID'S SEAN CONNERY"

engaging experience. When you're backed up against a wall, under fire from all directions, you'll feel the muscles in your neck tensing up as the adrenaline pumps through your veins – it's that intense, and that's got to be its appeal.



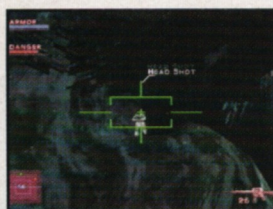
any James Bond film, without the semi-naked chicks, Robbie Coltrane's totally unconvincing Russian accent, or the top of the range British sports car which usually gets blown up near the end.



really nothing here that you've not seen before in *Syphon Filter*, or *MGS* before it. And while the graphics and overall presentation are looking slicker than ever before, SF2 is still, perhaps inevitably, going to play Roger Moore to MGS' Sean Connery. That's not really the issue though, because if we expected every adventure game to beat MGS hands down, then we'd not give anything the time of day. Lack of originality aside, *Syphon Filter 2* is still an immensely playable and engrossing title which will have you hooked from start to finish. And you can't really ask for more than that, can you? **JOE**

### SHOOT TO KILL

There's a load of new weapons to get your hands on in this sequel, but old favourites haven't been totally ignored either. Each weapon has its own particular strengths and weaknesses, and they will all come into use at least one point during the game.



The good old M-16 makes a reappearance. Firing off three rounds at a time, it easily cuts through anyone who's not kitted out with flak jackets.



Another old favourite, the sniper rifle was always a high point of the last game, and crops up now and again here too. What is its lure? Whatever it is, it's scary!



The H-11 machine gun offers excellent long-range capabilities and a high firing rate. Ammo is pretty scarce, though, so take care not to go all John Woo!



A nice new touch, this fuel hose can be doctored into a lethal flame-thrower for a short time. Don't try this at home, folks; it costs a packet in four-star.



■ Publisher: MIDWAY  
■ Players: 1-2  
■ Released: APRIL

■ Developer: IN-HOUSE  
■ Price: £29.99  
■ Game Type: RACING

# Hydro Thunder



## FIRST IMPRESSIONS

Wait a minute, I've played this before. Yeah, this is that crappy *Wip3out* wannabe on the Dreamcast – that was a bunch of arse. Fingers crossed Midway have addressed the many flaws and hammered out the gameplay chinks, because if they've just done a cut down port then that would be lame. Oh dear!

## OR...

Name: **WIP3OUT**  
Publisher: **SONY**  
Comment: **MORE OF THE SAME, BUT FLAWLESS NONETHELESS.**

Name: **POWERBOAT RACING**  
Publisher: **INTERPLAY**  
Comment: **FAST-PACED WATER BASED RACER.**



90%



76%

## SECOND OPINION

### WILL DROPS A SINKER

If racing cars can be made into a decent racing game, why can't anyone do it with boats? Perhaps one day in the future I'll be eating my words, but if this is anything to go by I wouldn't wait out for the wet and wild equivalent of *GT* to arrive on a PlayStation near you anytime soon. Yep, *Hydro Thunder* is proof, if proof be needed, that racing boats on your PlayStation is less fun than root canal work with a rusty bread knife.

## KNOW THE SCORE

Yet another duff powerboating racer to add to the PlayStation's dry dock. Not worth a second look.

**Total Station**

**SOLID...** The roller coaster level design is nice.

**SLACK...** Terrible handling, power-up addiction.

**37%**

Each day brings **another Sega fan writing in** to gloat. Thankfully we can always hit back with **top titles like Syphon Filter 2, Vagrant Story, and Hydro Thunder. D'oh!**

**V**arious games have hammered the point home, but undeterred developers still insist upon taking to water to break the racer on water equals arse rule! For example, stick your head out of the window and shout at the first passer-by "Excuse me, mate, what's your favourite PlayStation racing game?" I've got a quid that says they won't shout back either *Powerboat Racing* or *Rapid Racer*. Why? Because they're crap. When you race, you race on tarmac and in flash motors, plain and



barrier to send me around tough corners. *Hydro Thunder* is an alleged fast paced arcade romp, not an F1 game, so why make cornering such a nightmare?



(ask your Mum). What does this offer? Well, none of the above. The handling performs with all the grace of a house brick – all you have to look forward to is

**"ADD TO THIS AI-FREE OPPONENTS THAT ARE JUST AS MUCH PART OF THE SCENERY AS THE GLITCHING KILLER WHALES AND WATERFALLS, AND SOME DUMBED DOWN DREAMCAST PORTED VISUALS, AND YOU'VE GOT A VERY EXPENSIVE COFFEE COASTER."**

simple! Speedboats are alright if you're James Bond or right rich, but as the mode of transport for a bit of virtual racing, they sink!

### Bump and Grind

Right, enough of this crap. I'm sick and tired of having to come to an almost complete stop or rely on the crash

Probably to achieve the desired traction-free racing on water effect, and here's my point. Remember the first time you perfected the *Ridge Racer* powerslide? Man, that was like a religious experience, that purest of moments when brake pads hit metal and the engine purred, the wheels locked, and the vehicle took the bend with the grace of Ginger Rogers

several laps of bumping the sides and screaming with frustration.

### Power Up The Engine

If the dire handling wasn't enough to put you off, the gameplay will deliver a fatal blow. The worst kind of racer is the one where success isn't based upon skill or knowledge of the course but purely upon hitting every speed burst. Perform the perfect lap but miss a single speed-up and watch your position plummet. Add to this AI-free opponents that are just as much part of the scenery as the glitching killer whales and waterfalls, and some dumbed down Dreamcast ported visuals, and you've got a very expensive coffee coaster. **JIM**



▲ Don't be fooled by the screenshots, this is a dog, plain and simple. Avoid!



■ Publisher: TAKE 2 INTERACTIVE  
 ■ Players: 1-2  
 ■ Released: OUT NOW

■ Developer: TALONSOFT  
 ■ Price: £34.99  
 ■ Game Type: ACTION/STRATEGY

# Spec Ops: Stealth Patrol

Take 2's **strategic shooter** has arrived. C'mon men, **let's go fire some big guns.** LOTS of big guns...

**S**o it's not only the Dreamcast that suffers from PC port disorder; even the PlayStation has succumbed to the odd PC title crossover, and

*Spec Ops* is an example of the 'if at first you don't succeed' philosophy following a poor PC debut. So why do Take 2 think the PlayStation is the ideal format for their new tactical military action game?

In *Spec Ops* you take command of an elite team of US Rangers. The five men in your outfit are skilled in the use of different weapons. You have experts in rifles, machine guns, grenades, sniper guns and shotguns, and you must pick the two most suitable for each sortie. Missions range from retrieving lost items to assassination and sabotage, and you can switch between team members at any time to pool their skills.

## Hot, Sweaty Squaddies

*Spec Ops* is hard, and at times borders on the impossible. Do not buy or even play this game if you like running into battle Woo-style, both guns blazing and expect to avoid staining your shirt deep red and scattering various parts of your anatomy across the screen. Ironically, this excessive difficulty only adds to the addiction and makes the game worth playing, as you're always so sure you



▲ Oh, it's already blown up. I'll just put this back in my pocket, then.

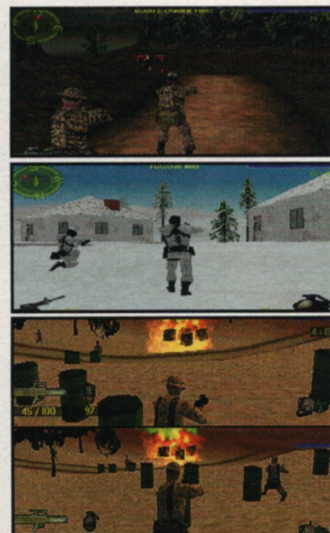
could have completed the last bit of the mission if you'd tried it a different way. Trouble is, the controls are so difficult to get used to you'll end up dying because instead of ducking you'll start to set a trip mine in the middle of a firefight, and that ain't good whichever way you look at it.

## Big Gun

Basically *Spec Ops* is another cheap PC port to spin some extra coin. We all know money makes the industry go round, but it's hard to understand why else a company would bother to port a below par PC game to the PlayStation without making an effort to improve it. The only reason is that there's not a lot of competition for this type of game on the PSX, which means there's an open market and maybe someone will be willing to settle for less. A potentially decent enough title, and a very good conversion, but the flaws add up just a too highly to really please. **WILL**

## BEST BUDDIES

*Spec Ops* is unique in that even in single-player mode you can control two players at a time. You can switch between each with a simple tap of the triangle button, or you can give orders to follow or hold positions. It's great for strategic play, but it works a lot better if there are two of you playing at once, so both characters can be in action at the same time.



## FIRST IMPRESSIONS

Woah! This game is tough, and it's not exactly forgiving for beginners; several of the shoulder buttons are used as shift buttons to give you all the features of the PC game – a nice idea, but without a training mode you're stuck on level one until you've memorised the instructions and learnt the essentials of how to kill an entire army with only two men. Not an easy start, but certainly a promising one.

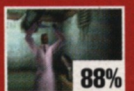
## OR...

Name: RAINBOW SIX  
 Publisher: TAKE 2  
 Comment: INTERACTIVE  
 AN INSULT TO THE MEMORY OF THE PC VERSION.

Name: MEDAL OF HONOR  
 Publisher: KONAMI  
 Comment: THE CLOSEST TO GOLDENEYE YET ON THE PLAYSTATION.



54%



88%

## SECOND OPINION

### JIM TAKES COVER

Bloody hell, this is well hard! Having never seen this on the PC, I can only assume that the game was a reasonable hit and Take 2 are hoping that history will repeat itself. And I've got a fiver that says that it won't. With the excellent *Syphon Filter 2* hitting the shelves at the same time, you'd have to have a bullet lodged in your napper to buy this under developed and stupidly tough PC fossil.

## KNOW THE SCORE

A strong conversion of a weak game, worthy of a few weeks of your time.

**SOLID...** Looks really nice, massive moves list.  
**SLACK...** Difficult to spot the enemies, too complex.

**Total Station** **75%**

**'YOU'RE ALWAYS SO SURE YOU COULD HAVE COMPLETED THE LAST BIT OF THE MISSION IF YOU'D TRIED IT A DIFFERENT WAY'**



▲ First rule of combat: make sure to bring a packed lunch.



▲ He doesn't look very happy. Maybe that's because I'm pointing this sniper gun at his face



▲ Admittedly the game does look really nice, but we'd rather be playing *Syphon Filter 2*.



■ Publisher: ELECTRONIC ARTS  
■ Players: 1-2  
■ Released: APRIL

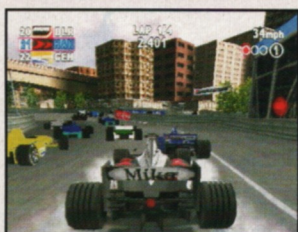
■ Developer: EA SPORTS  
■ Price: £34.99  
■ Game Type: F1 SIMULATION

# F1 2000

**Formula 1** hits the PlayStation again. Is **EA's latest** really the best game ever, or was that something I just made up?

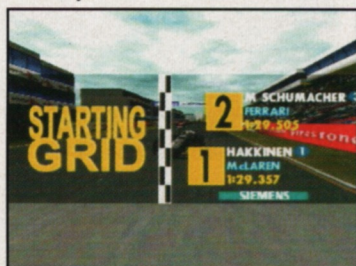
## FIRST IMPRESSIONS

Aww, come on, is any Formula 1 game really fun to play from the start? No, it isn't, but after a few laps or races you usually start to get the hang of it. Unfortunately, the learning curve here is much steeper than most. You'll need a lot – and I mean A LOT – of patience to enjoy this game.



▲ The obligatory shot of the Monaco course just to make the pages look a bit more interesting.

**W**e've all been going through a retro phase this month. I've been attempting to rekindle fond memories of ancient Megadrive and SNES games, as well as some of those arcade classics. There are all of these games I remember playing for weeks, even months, on end. They looked amazing, the soundtracks were superb, but if you're tempted to do the same, don't. Playing these games now totally destroys the distorted childhood image that most of these games were worth the time, when in fact I now realise they quite obviously weren't.



▲ You're not gonna catch me in that, mate.



▲ Rain makes it even easier to spin off. Err, great.

## Mind Job

One other thing I remembered today when EA's new Formula 1 game was offered around the office was how much I didn't like F1 games, but agreeing to review the game on a dragging Wednesday afternoon seemed like a good idea at the time. So after popping

enthusiasm for the game was in error.

## Play Again

*F1 2000* looks okay – it's nothing special, but it's good enough. The backgrounds are reasonably detailed, there are quite a few spot effects such as heat distortion from your engines,

**"MAKING A REALISTIC VIDEOGAME OF F1 IS LIKE TRYING TO MAKE A COMPUTERISED VERSION OF CREATING CARD TOWERS"**



the CD in the tray, wading through the menu screens and accelerating brilliantly to first position on my first race before spinning out on the first bend and driving in circles on the grass verge for the next ten minutes until I was lapped (twice) was probably the moment I realised my

but the biggy is that it can show nearly twenty other cars on screen at once without too much slow down. The price we pay for this is in the car detail. It's okay with one car up alongside you, but it cuts right down on the textures when there's a couple of vehicles nearby. Of



▲ This is no time to be playing your handheld, you fool!

## OR...

Name: F1 '97  
Publisher: PSYGNOSIS  
Comment: MUCH MORE THAN AN UPDATE.

Name: F1 '99  
Publisher: SONY  
Comment: ONE OF THE BEST FORMULA 1 GAMES ON THE MARKET.



88%



83%

## WHEEL GET THERE...

What's the point in putting a replay mode in an F1 race that lasts 20 minutes? Not a lot, unless you're trying to get rid of your girlfriend by pretending you're really dull, so EA have come up with this replay idea. The game picks and chooses various so-called key moments and plays them back in edited form. Ain't it cool?







course this is more than bearable and works much better than the alternative drop in frame rate. What doesn't help the game is spinning. Sure it's easy to criticise any F1 game for being a little too realistic on the spinning, but this is just over the top. It's no fun to play, because in a 15 minute race a few slip-ups with the brake button means you've lost the race. Making a realistic videogame of F1 is like trying to make a computerised version of creating card towers – it's just not going to be fun. So, Mr F1 man, next time how about sacrificing a little bit of the wheel spinning and braking for some gameplay?

I could always sum up by making the shocking statement, 'If you like F1 games, you'll like this', but there's no point. If you like F1 games, buy Sony's F1 99, because, well, it's better. **WILL**

Some courses even have their own picnic zones where drivers can pull up and chat about old times.



## SECOND OPINION

### JIM SLIPS A GEAR

Why bother? What is the point of doing yet another empty and completely unsatisfying Formula One racer? If Eidos' shamefully bad attempt at capturing the motor didn't hammer the point home, may I just point out that Psygnosis have got the franchise tied up! Look, if your idea of fun is pulling doughnuts in the gravel as the pack lap you for the fifth time, by all means buy this. As for the rest of us, don't.

## KNOW THE SCORE

Reasonable F1 game, not as bad as a lot of the competition, but certainly not the leader of the pack.

**SOLID...** It's got the official license.  
**SLACK...** Really frustrating car handling.

**Total Station** **70%**

# Barbie Super Sports

Look out Lara, here comes **the toughest femme fatale** the world has ever known, **Barbie...**

**G**ames for girls? Does such a beast truly exist? I think not! No matter what side of the gender coin you fall on, a crap game is still a piece of crap. If viewed through male or female eyes, quality isn't affected. I suspect that games for girls means the same as games for kids. That standing, this is a pile of toss.

### Girl Power

*Barbie Super Sports* is a collection of snowboarding and in-line skating events, each of these calling upon a differing skill

– for example, one level will have you facing the clock, whilst another will have you reaching for a target score. Before you get to the actual racing bits and bobs, you first have to pick Barbie an outfit, a matching board/skates, and select the music. But when you finally hit the road, no matter what you are wearing the gameplay is still complete arse!

### Do Not Underestimate

Kids, be they male or female, expect much more from their videogames than many give them credit for. The basic lack of fundamental gameplay elements –



handling, speed, or fun – mean that kids won't embrace Barbie but send her to the bin. Guaranteed to keep the undemanding girlie happy for a matter of seconds. **JIM**



## FIRST IMPRESSIONS

Oh for goodness sake, somebody somewhere is definitely taking the piss. Quite possibly the worst game of all time. I've been playing for ten minutes and seen it all!

## KNOW THE SCORE

Horribly shallow, feels like a collection of sub-games. Kids will laugh at this.

**SOLID...** The PlayStation has an Off button.  
**SLACK...** Pretty much everything. Yep, everything.

**Total Station** **09%**



■ Publisher: STUDIO 3  
 ■ Players: 1-2  
 ■ Released: OUT NOW  
 ■ Developer: CAPCOM  
 ■ Price: £29.99  
 ■ Game Type: BEAT 'EM-UP

## Guilty Gear

*It's a beat 'em-up – a 2D beat 'em-up. No wait, come back!*

### FIRST IMPRESSIONS

Do we really need another 2D beat 'em-up? *Marvel Vs Capcom* took the genre about as far as it could go – how different can this really be?

### KNOW THE SCORE

Another nice looking 2D beat 'em-up. Ahhh... you know the rest already. More of the same.

**SOLID...** The old school gameplay and style.  
**SLACK...** The old school gameplay and style.  
**Total Station**  
**61%**

**P**resentation flawless? Check. Well-stocked character ranking? Check. Huge screen-filling special moves? Check. Traditional *Street*

Ryu going at it for so long, and frankly I'm getting pretty narked with it. *Marvel Vs Capcom* had Spiderman – this is just business as usual. Business may be good, but just how many of you are counting your pennies? **JIM**

**"YET ANOTHER QUALITY 2D BEAT 'EM-UP TO HIT, AND IN ALL FAIRNESS IT'S RATHER GOOD, BUT THERE IS JUST NOTHING NEW"**

*Fighter 2* moves list? Check. Colourful and detailed visuals? Check. Smooth animation? Check. Original gameplay twists and options? Errrrrr...

### Nothing New

*Guilty Gear* is yet another quality 2D beat 'em-up to hit, and in all fairness it's a rather good, but there is just nothing new. We have been watching Ken and



▲ Pretty special moves can't make up for the fact that we've seen it all before!

■ Publisher: EA  
 ■ Developer: BULLFROG  
 ■ Players: ONE  
 ■ Price: £29.99  
 ■ Released: OUT NOW  
 ■ Game Type: PUKE 'EM-UP

### FIRST IMPRESSIONS

A treat to look at even after playing the PC version, *Theme Park World* is a game that smacks of attention to detail. Everything works well, from the ride creation tools to the finance screen, and even without a mouse, navigating is a doddle.

### KNOW THE SCORE

A great addition to the slightly underpowered sim selection on PlayStation.

**SOLID...** Great graphics, simple controls, piking kids.  
**SLACK...** Maybe needs a more diverse range of parks.  
**Total Station**  
**89%**

## Theme Park World

Tired of **blasting zombies and Egyptian gods**? Fancy doing something a little more creative with your time? Check out the latest **PC conversion** from the **masters of simulation**, Bullfrog.

**I**n my opinion, one of the most rewarding gaming experiences ever is when you come to the conclusion that if you add more salt to the fries in your kiosks in *Theme Park*, the punters will need to buy more drinks and therefore make you more money. This simple case of attention to detail is what puts Bullfrog in the premier league of

developers and sets them apart from the majority. For a game that is eons old, *Theme Park* still has the unerring knack of keeping me enthralled for hours on end.

### The Ride of Your Life

*Theme Park World* brings with it a whole new level of enjoyment. There is still the massive attention to detail, but the BIG elements have been made even bigger to cater for the fickle PlayStation market. Roller coasters are now easier to design and build, rewards are quicker to appear, and the overall scale of the game has been increased. The range of different rides and stalls, which was already big, has been almost doubled and now includes many different types of roller coasters as well as the shops and side shows. Each different themed park even has its own selection of scenery. The controls and interface, although designed



▲ The beginning of any park is by far the hardest part. Place your creations carefully.

with a mouse in mind, work admirably with a standard pad and the frustration which can be felt with other games is almost non-existent.

*Theme Park World* offers plenty to see and do. The humour is spot on and the learning curve is set just right. If you loved the original or just feel like using the old noggin', check this out. **RUSS**





■ Publisher: STUDIO3  
 ■ Players: 1-2  
 ■ Released: APRIL

■ Developer: BANDAI  
 ■ Price: £29.99  
 ■ Game Type: SCROLLING BEAT 'EM-UP

# Crisis Beat

Scrolling, scrolling, scrolling... No, wait, I've already used that gag! Here's another **scrolling beat 'em-up**. Errr... yeah!

**L**s honesty really the best policy? Well, the answer to that one is definitely a case of yes and no! Right, imagine you did something a bit naughty but no-one (girlfriend, parents, rozzers) will ever find out – you'd be better off keeping mum. But if you are intent on releasing a piece of software upon a world of hungry gamers, telling 'em it's the greatest game ever when it's clearly a piece of arse ain't a good idea!



▲ The limited array of moves and general abilities is another nail in the coffin. Such a shame!



▲ Each character has a single special move, which, whilst very damaging, does suck on the energy.

## End Of Level Dad?

Although the years in licensing limbo haven't done *Crisis Beat* any favours, there is something undeniably charming about the pure arcade simplicity of the gameplay, albeit only in the short term. With a selection of four characters, your goal is to knock the stuffing out of

everyone until you have no-one left to battle, and that's your lot. The differences between the quartet of pugilists is almost purely cosmetic; each carries a limited array of offensive moves and a single special attack. Minor deviations in the route from A to Boss (incidentally, the final boss character is

**"THERE IS SOMETHING UNDENIABLY CHARMING ABOUT THE PURE ARCADE SIMPLICITY OF THE GAMEPLAY, ALBEIT ONLY IN THE SHORT TERM"**



▲ For some bizarre reason the baddies attack one at a time. Good manners?

the spitting image of my dad. Bizarre!) may up to the replay ante a little, but the lifespan is the most obvious casualty of the arcade leanings.

## Telling It Like It Is...

Unlike other scrolling beat 'em-ups that have soiled the PlayStation's front lawn, *Crisis Beat* makes no attempt to hide its coin-fed origins under poorly conceived exploration and puzzle solving elements – this is pure arcade thrills and proud of it. Whilst we applaud Studio3 for telling it like it is, when it comes to the crunch, games such as this instantly fall into the 'rent it but please don't buy' category. The lack of depth and any real replay value severely limit the appeal. A good evening's worth of fun, but nothing more than that. **JIM**



## FIRST IMPRESSIONS

This looks really familiar... where have I played this before? Now I remember – this has been knocking around on import for ages. Didn't this come out as a knee-jerk to the release of the Saturn's *Die Hard* Arcade? You remember Sega's 3D scrolling beat 'em-up don't you? Didn't think so!

## OR...

Name: **FIGHTING FORCE**  
 Publisher: **EIDOS**  
 Comment: **CLASSIC SCROLLING BEAT 'EM-UP DESTROYED FOR THE 90'S.**

Name: **LEGEND**  
 Publisher: **FUNSOFT**  
 Comment: **UNDENIABLY A FINE LOOKER BUT LACKS ESSENTIAL GAMEPLAY.**



## SECOND OPINION

### WILL BEATS ONE OUT

Oh no, can this really be another lame scrolling beat 'em-up I've been given? *Crisis Beat* is bad, but I'll admit I was entertained by the moonwalking bad guys and ice skating punch attacks for a while (well, okay, about five minutes). I doubt anyone, not even the brilliant minds behind this god-awful game, could explain how *Crisis Beat* ever made it past the design stage, so don't ask us.

## KNOW THE SCORE

Fun while it lasts, but sadly that ain't too long. Fight fans are advised to rent it, but don't buy it.

**Total Station** **SOLID...** Arcade thrills and daft characters.  
**SLACK...** Too short and too damn shallow.  
**52%**



■ Publisher: SONY  
 ■ Players: ONE  
 ■ Released: APRIL

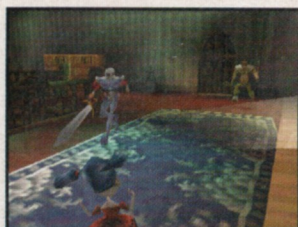
■ Developer: SONY  
 ■ Price: £29.99  
 ■ Game Type: PLATFORMER

# Medievil 2

He's back from the **dead again** and he's not a **happy bunny**. Looks like **Sir Daniel Fortesque** is going to have to get **Medievil on yo ass!**

## FIRST IMPRESSIONS

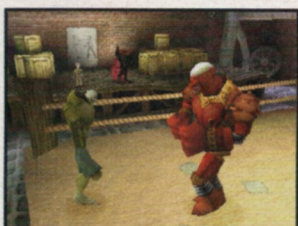
The opening FMV sequence is amazing – no pixellation or rez-out, and although the plot is very lame, it certainly looks as though the quality and invention that endeared me to the original is present for the sequel.



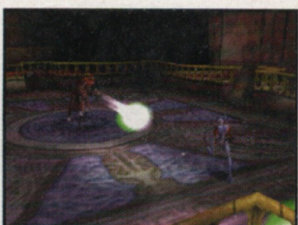
▲ There is definitely something very disturbing about those little girls.



▲ Please form an orderly queue. At last, baddies that don't wait in line!



▲ It's best to avoid this character as he's on fire!



**L** n a slightly bizarre turn of events, Sony's excellent platform adventure *Medievil* was release almost head to head with Sony's other excellent platform adventure, *Spyro The Dragon*. As the cash tills rang out, the outright winner looked to be the Nintendo-friendly jolly purple dragon. Yet *Spyro* slid, whereas Sir Dan and his Tim Burton inspired/robbed friends continued to quietly rack up the units, the current total nearing the impressive one million mark. So sure as eggs are eggs, success games always get the follow-up treatment, and a year and a

## HANDY MAN DAN

As with the majority of platform/adventures, the player will have to return to certain levels to explore previously locked areas. Breaking from the expected rosey retreads, *Medievil 2's* secret DanHand comes into play. Having popped his napper on a friendly severed hand, Dan can now reach parts fully-bodied characters cannot reach.



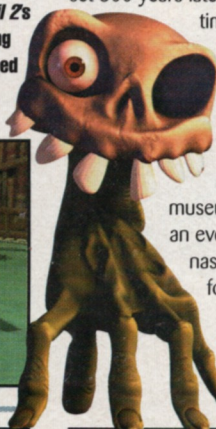
▲ Like the original, *Medievil 2* is nothing short of a graphical treat. Isn't this boney dino brilliant?

half later it's sequel time. Can *Medievil 2* work the same black magic, or will Dan die the death?

## Return of The Evil Dead

The conclusion of his last adventure saw Sir Dan defeat the evil Lord Zarok, who cast the spell of eternal darkness and rose an army of the dead. Our Dan, in a plot to rule the land of Gallowmere... blah, blah... and return to his final resting place etc etc.... which made a sequel seemingly impossible. Only kidding! This follow-up is set 500 years later in 1888 London. This

time around the equally evil Lord Palethorn unleashes the spell of eternal darkness and awakens the lead character from his resting-place as a museum exhibit, along with an even bigger army of the nasty undead. The only way for you to return Dan to his eternal sleep is to recover the last few pages of a legendary spell book before



Lord Palethorn, and then defeat him on your terms in London Town.

## Back to Mine

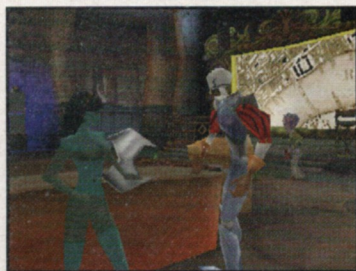
Yes, it's another battle between good and evil in that old-fashioned third-person action/adventure style. But although we've seen it all so many times before, the character design, plot and amazing visuals do make you a little more forgiving. The last adventure featured an equal mix of platforming and exploration. This time round the gameplay sees the player spending a lot more time doing the adventuring, with the platform sections making way for a more expansive and far stronger plot line. Another noticeable inclusion is massive







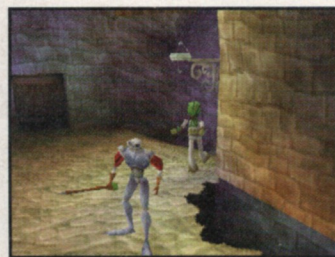
▲ The camera will, at times, prove to be very, very annoying – no, not there, you git!



increases in character interaction, with one sub-plot involving Sir Dan trying to woo an embalmed Egyptian princess. The



weapon selection menus have been replaced with a simpler icon-driven system. There's a small army of new enemies included imps, zombies and the dreaded fat, bearded women. There's even a load of sub games-including a excellent boxing match as another added extra. Even Dan will don a couple of new costumes and identities, DanHand and HeadlessDan, the latter having to work together as a team to solve some of the more fiendish of puzzles. DanHand is born when the player removes their head and places it upon one of the many Addams Family inspired severed hands that populate various levels, thus



achieved by the original. By crafting a plot that breaks away from the original settings and characters, the tale is less involving, and the macabre humour and style seems less appealing the second time around. The appeal of *Medievil* was



▲ Notice the increase in size of Dan's weapon – no wonder he's got a girlfriend.

## "NEW INCLUSIONS SUCH AS DANHAND PROVIDE JUST THE CORRECT AMOUNT OF MOTIVATION TO PRESS ON TO THE NEXT LEVEL WHERE MORE SURPRISES AWAIT"

character interaction has been massively improved for this sequel. The characters show increases in intelligence, but *Final Fantasy* this ain't, so fear not, this is strictly a bonus that complements the fast paced gameplay, not the opposite.

### Your Coffin or Mine

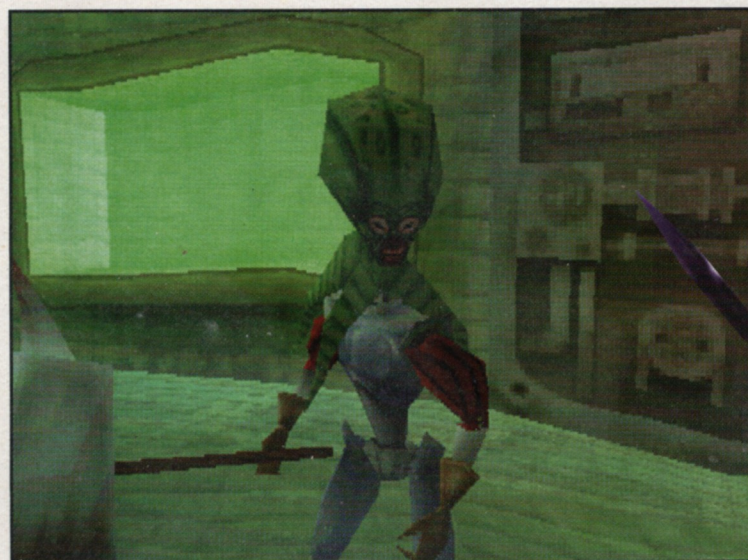
So what else is new? For a start, the levels are bigger, more complex and packed full of puzzles, you've got an improved arsenal including the trusty broadsword, a giant axe, long-range crossbow and devastating Gatling gun, amongst many more, and the horrible

allowing them to explore two environments at once. New inclusions such as this provide just the correct amount of motivation to press on to the next level where more surprises await.

### Residents of Evil

Sony has managed to recapture the magic of the original and combine it with much of what they've promised of *Medievil II*, but the end result isn't as good as fans would have hoped. The introduction of the new themes and the enhanced visuals and comical plot fail to elevate this to the levels of brilliance

that the title provided a balance of style and content and was something unique in a genre dominated with platform heroes. Sadly, this sequel fails to live up to both expectations or to the magic of Sir Dan's last adventure, but as a stand-alone product this is as good a platform adventure as the next game. **JIM**



▲ These octopus things can control your headless body and prove to be a real pain in the arse.

## OR...

Name:  
**MEDIEVIL**  
Publisher:  
**SONY**  
Comment:  
**A HOMEGROWN WACKY BEETLEJUICE ON ACID.**

Name:  
**GEX 3D**  
Publisher:  
**EIDOS**  
Comment:  
**RECAPTURES THAT PLATFORM MAGIC.**



90%



87%

## SECOND OPINION

### JOE GETS MEDIEVAL

As far as 3D platformers go, the original *Medievil* is way up there with the best of them. A few improvements have been made this time round, but it's really more of the same at the end of the day. Sure, a couple of the sub-games are pretty cool, such as the boxing one, but as good as this is, it's unlikely to amaze or captivate anyone as much as the last one did. All said, though, it's massively playable stuff and, despite the ropey camera, it looks great too.

## KNOW THE SCORE

Another solid but sadly underwhelming platform adventure. Great to look at, but a little dull to play.

**SOLID...** Amazing visuals, nice variety of sub-games.  
**SLACK...** Most of this we've seen so many times before.

**Total Station**  
**87%**



■ Publisher: SONY  
■ Players: 1-8  
■ Released: APRIL

■ Developer: NAMCO  
■ Price: £29.99  
■ Game Type: ARCADE/SHOOT 'EM-UP

# Ghoul Panic



## FIRST IMPRESSIONS

Think *Point Blank*, only with ghosts. Now don't get me wrong, I love shooting games, but I'm all too aware of their limitations in terms of fastability. Unless *Ghoul Panic* has some tricks up its sleeve, how soon is interest going to falter with this?

## OR...

Name: **POINT BLANK 2**  
Publisher: **SONY**  
Comment: **EXCELLENT SEQUEL TO NAMCO'S ARCADE CLASSIC.**

Name: **TIME CRISIS**  
Publisher: **SONY**  
Comment: **CLASSIC COIN-OP CONVERSION.**



## SECOND OPINION

### JIM SHOOT FROM THE HIP

I'm the first person to admit that the light gun game should remain in the arcade, but Namco were the first and, in my opinion, the last developer to bring this genre home. *Time Crisis* has come to be regarded as the benchmark and all must bow to its glory. *Ghoul Panic* is an amiable attempt at blending basic target blasting with exploration, but, as with all light gun games, a second go is just one too many. Pop down to your local arcade and drop a few quid into *Time Crisis 2* instead of shelling out for this.

## KNOW THE SCORE

A relatively successful variation on *Point Blank* which offers some great multi-player action.

**SOLID...** Great visuals and Namco presentation.  
**SLACK...** Soon gets repetitive in one-player.

**Total Station**  
**70%**

Namco have served up some **unbeatable arcade shooters** in the past, earning their title as **kings of the genre**. How excited can we really get about yet another **light gun game, though?**

**L** In the arcades, shooting games such as this work purely because they're designed to be played for short periods of time. Port the game onto a home console, though, and repetition soon sets in. While the linear nature of *Time Crisis* meant that it soon became tired and repetitive on the PSX, at least the multi-player mayhem of the *Point Blank* games secured their lability for PlayStation gamers. *Ghoul Panic* is instantly recognisable as a

kind of cute, but not overbearingly so, kind of way.

### SPOOKS YOU, SIR

The influence of *Point Blank* is evident here, although Dr. Dan and Dr. Don are now replaced with a couple of similarly stylised cartoon cats. The main game involves completing a number of challenges, with the overall aim of defeating the game's four main bosses. This proves as linear as you would expect and is not really going to keep you coming back for more in the long term.



▲ Many of the game's ideas are lifted straight from *Point Blank*.

**"WITH A COUPLE OF LIGHT GUNS AT YOUR DISPOSAL, GHOUL PANIC WILL DELIVER HOURS AND HOURS OF BLISSFULLY ADDICTIVE MULTI-PLAYER SHOOT 'EM-UP ACTION"**

Namco game and shares the company's unmistakable graphical sheen. At times it is distinctly reminiscent of *Point Blank*, and, like its predecessor, is charming in a

Once you've defeated all the bosses, the game would seem to hold very little in the way of surprises were it not for the game's other modes.



### HIGH SPIRITS

Playing through each mode will keep your interest for a while, yet somehow *Ghoul Panic* seems a lot more linear than *Point Blank* ever was and repetition soon sets in. It's really in the game's multi-player mode that the game comes into its own, and with a couple of light guns at your disposal, *Ghoul Panic* will deliver hours and hours of blissfully addictive multi-player shoot 'em-up action. Providing you have at least one mate with a light gun, then this is an ideal party game – something that has always been Namco's forte, after all. **JOE**

## WHO'S THE BOSS?

The main difference between this and *Point Blank* is the fact that you have to defeat four main bosses to complete the main game. Much like Sega's *House of the Dead*, each boss has their own Achilles' heel, although they require hundreds of shots to kill.



The first boss in the game, Frankie is pretty easy to put down – watch out for those huge toy blocks he throws at you.



Sabrina the witch is tricky to hit as she darts about on her broomstick in all directions. She'll also hit you with magic bolts.



This huge dragon is the final boss of the game and will hurl a constant barrage of stuff at you, from huge worms to his lethal breath of fire.



■ Publisher: VIRGIN INTERACTIVE  
 ■ Players: 1-2  
 ■ Released: MARCH

■ Developer: CAPCOM  
 ■ Price: £39.99  
 ■ Game Type: BEAT 'EM-UP

# Jo Jo's Bizarre Adventure

The PlayStation 2 could well see the **demise of the 2D beat 'em-up**, but Capcom prove that there's **life in the old dog yet** with this **delightfully O.T.T. comic book** styled fighter.

**W**hat Capcom's 2D beat 'em-ups lack in innovation, they often make up for in sheer playability. *Rival Schools* injected some much-needed humour into the genre with its excessive cartoon styled special moves, while *Marvel Vs. Capcom* gave us the chance to fight as a legion of comic book superheroes. While beat 'em-ups have

since undergone a renaissance in the form of *Soul Calibur* on the Dreamcast and the soon-to-be-released *Tekken Tag Tournament* on the PlayStation 2, there is still room for the odd 2D fighter as long as it offers something out of the ordinary.

## Mental Attacks

Capcom's latest is a case of bizarre by name and even more bizarre by nature, with the whole game bearing more resemblance to an episode of *Ren & Stimpy* than your average beat 'em-up. Each character has both physical and mental powers which can be used either separately or combined in Tandem Attacks. This basically resembles a kind of ghost-self who appears by your side in translucent



## 2D is Dead, Long Live 2D

While the whole 2D thing may be getting a little tired by now, *Jo Jo* offers some great new ideas combined with an irresistible cartoony look which proves charming if not wholly original. The game excels in playability, with a wealth

**"WITH THE WHOLE GAME BEARS MORE RESEMBLANCE TO AN EPISODE OF REN & STIMPY THAN YOUR AVERAGE BEAT 'EM-UP"**

form. The mental attacks can range from flying daggers, hammers and swords, to the plain odd such as Hermit Purple's range of special moves which include cars that spring out of the ground and a huge mouth which swallows opponents and chews them up with its huge set of teeth. Odd!

of characters and unique special moves to learn for each one. Long-term, the appeal will no doubt begin to wane after the various moves have been cracked, and at £40 it'd be hard to recommend this over *Tekken 3* (now £20, incidentally), but for beat 'em-up addicts, this is still a fine game. **JOE JOE**

## SHEER MADNESS

Some of the special moves here are completely and utterly insane, putting those seen in *Rival Schools* well and truly in the shade.



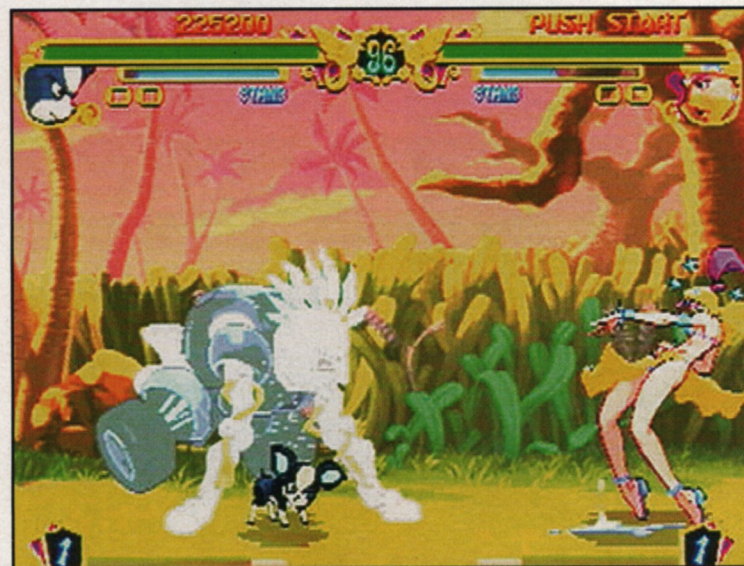
The trap is laid – let's just hope that your opponent is stupid enough to fall into it.



Look out, pooch! Looks like you'll be making a tasty snack for this massive set of chompers.



Here come the teeth – this is quite possibly the maddest special move we've ever seen!



▲ This tiny pooch wouldn't be much of an opponent were it not for his materialised mental energy (the bloody big dog on the left).

## FIRST IMPRESSIONS

Looks much like any other Capcom 2D beat 'em-up (do they make any other kind?) and shares the same *Street Fighter*-style control interface. What's new here, though, is the completely overblown cartoon-style special moves which border on the ridiculous. This game is cool.

## OR...

Name: MARVEL VS. CAPCOM  
 Publisher: VIRGIN  
 Comment: ONE OF THE FINEST 2D BEAT 'EM-UPS AROUND. BEST CHARACTERS TOO.

Name: RIVAL SCHOOLS  
 Publisher: VIRGIN  
 Comment: CARTOON ACTION THAT'S O.T.T. BATTER-UP-TASTIC.



81%



82%

## SECOND OPINION

### RUSS BEATS ONE OUT

Who wants to play a 2D beat-em-up nowadays? Certainly not me – I am definitely a 3D snob. It's 3D or no D for this wannabe kickboxer. That said, *Jo Jo* is a surprisingly cool game if you ignore the lack of looks; there is no doubt it is a Capcom creation, and that is no bad thing. I'll be interested to see how many 2D games there are on the 3D powerhouse that is the PlayStation 2. Not many, I'll bet.

## KNOW THE SCORE

Completely insane special moves and distinct cartoon influences make this one of the best 2D fighters around.

**SOLID...** Plenty of inventive moves, tons of characters.  
**SLACK...** It's another 2D fighter. Story mode is dull.

**Total Station** **78%**

JO JO'S BIZARRE ADVENTURE



Publisher: ANCO  
 Players: ONE  
 Released: APRIL

Developer: ANCO  
 Price: £39.99  
 Game Type: FOOTBALL MANAGEMENT

# Player Manager 2000

## FIRST IMPRESSIONS

Yet another football management game! This time from the creators of the legendary *Kick-Off* games. It looks like all the others but shows more depth in the footballing side of the business.

## OR...

Name: LMA MANAGER  
 Publisher: CODEMASTERS.  
 Comment: PROBABLY THE BEST ON THE PLAYSTATION TO DATE.  
 Name: PREM. MAN. 2000  
 Publisher: INFOGRAMES  
 Comment: THE LATEST IN THE SERIES UNDER THE ASTUTE GUIDANCE OF INFOGRAMES.



## SECOND OPINION

### JOE IS OUT OF HIS LEAGUE

I've never persevered with this type of game for that long, but having previewed this game last month, I've seen the sheer amount of depth that Anco's title has to offer, and I have to admit it's pretty impressive. If you're the type of person who likes the mix of strategy and sporting knowledge that games like this require, then you could do a lot worse than this one. It may not be the sharpest looking player on the pitch, but that's the nature of the genre, I suppose.

## KNOW THE SCORE

While it does superbly well on the football side of things, there isn't a great deal on the rest.

**SOLID...** Back to grass roots, all the stats.

**SLACK...** Lacks the quality or depth to surpass its rivals.

**Total Station**  
**83%**

**Remember Kick-Off?** Well, imagine what could happen if you got some **top Premiership managers** to develop a **game in tandem** with the people who **created Kick-Off**. Enter **Player Manager 2000**.

It appears there is a popular new genre in town. After sitting through years of racing sims and beat-'em-ups on the PlayStation, football management games are now mixing it with the best of them. Up until last year there were only a couple of worthy titles in the genre – and most of them were submitted by the ill-fated Gremlin Interactive team. Since then we have seen an avalanche of the things, swamping the market with their features and statistics, and offering us a knowledgeable insight into the world of sheepskin coats, Cuban cigars and job insecurity. *Player Manager 2000* is the latest game to follow suit, but with so many others opting for the full monty, Anco have remained with the basics and concentrated on the football side of things.

### Hasn't Got The Legs...

With over 30,000 players from across the world, there isn't a question over *PM2000's* authenticity. It was co-developed by several



The in-game view brings back memories of the glory days of *Sensible Soccer* and Co.

experienced managers, and it has some very nice features indeed. The main bulk of the game is played on matchdays where

attribute chart. Factors such as buying a player from a Caribbean country to play in the cold British winter are likely to affect

**"FACTORS SUCH AS BUYING A PLAYER FROM A CARIBBEAN COUNTRY TO PLAY IN THE COLD BRITISH WINTER ARE LIKELY TO AFFECT YOUR PERFORMANCE"**



you have a fully editable tactics and formation selector. You can instruct certain players to perform certain tasks in fine detail, like insisting your wingers get to the byline or playing long balls to the wing. Players will duly perform if they have the ability, which is graded in attributes such as passing, shooting, stamina and the like. It isn't all plain sailing, though, with players harbouring traits not displayed on their

their performance – likewise with a sulky star like Anelka who is likely to rebel should he be resigned to the bench too often.

### Is It All Over?

Your matches can be played via three options: either a text-based commentary, an isometric full pitch view so you can watch your players on screen, or 3D game with motion captured players. The latter two can become a little repetitive, but the text commentary is great fun.

Although it lacks the real depth to compete against the likes of *Premier Manager* and *LMA*, it still has a role to play, and fans of the genre will probably appreciate it. As stated above, there are plenty of them about, so you are reasonably spoiled for choice. Well worth a try. **LEE**



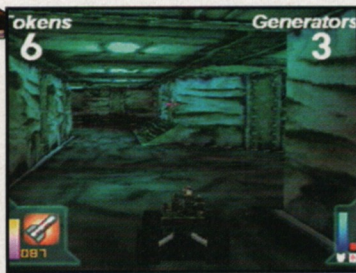
■ Publisher: TAKE 2 INTERACTIVE  
 ■ Players: 1-2  
 ■ Released: MARCH

■ Developer: TEMPEST SOFTWARE  
 ■ Price: £19.99  
 ■ Game Type: DRIVING SHOOT 'EM-UP



# Grudge Warriors

Take 2 Interactive's ***cars-with-guns-shooting-at-each-other*** game pulls up for review. What an ***original*** concept...



If you were going to buy a can of beans and had a choice of five brands at the same price, most of you would choose Heinz over supermarket value brand, right? The only reason you'd buy a can of considerably lower quality beans than Heinz would be if it cost considerably less, so why would you be happy paying the same price for a crap game as you would for *Metal Gear Solid 2*? You've got to give Take 2 a bit of credit for this one; deciding that *Grudge Warriors* wasn't worth the full price,

that doesn't matter because despite this you're getting a simple, fun-for-a-while blast 'em-up. You pick one of a selection of tanks and set out to destroy everything you can see on a selection of levels. It's not all finger on the trigger stuff, though – there's a small exploration/puzzle-solving element too, which is always nice... well, at least when it's well thought out it is!

## Blocked Rabbit

A good game is always a good game in my book, whatever the price. But sometimes even if a game isn't amazing, it's still worth buying if it comes at the right

## "A SIMPLE, FUN-FOR-A-WHILE BLAST 'EM-UP"

they're starting their own 'pile of crap' videogames label, of which GW is the first casualty, and as a result it's being released at the budget price of £19.99.

## Bent Donkey

*Grudge Warriors* is no prize winner. It doesn't look that good, and it's not too proud on the gameplay side either, but



How much for road insurance on this one?

Looks like that car came straight out of *Lego Racers*.

## TAKE ME

If you want to involve your friends in a bit of one-on-one-let's-shoot-at-each-other-till-we-die action, then fear not, because you'll get your chance in *Grudge Warriors*. The two-player split-screen battle is nothing special, but, hey, at least it's there.



## FIRST IMPRESSIONS

The control system is a bit crap, isn't it? You fire with the shoulder buttons but need to target and drive with the main pad buttons. It would have been nice to have had a free look option too. As long as you're not expecting *Grudge Warriors* to be the best game ever, you'll start to enjoy it. But for how long? A definite lifespan alert warning approaches.

## OR...

Name: VIGILANTE: SECOND OFFENSIVE  
 Publisher: ACTIVISION  
 Comment: GOOD SEQUEL – IF YOU LIKED THE ORIGINAL...  
 Name: TWISTED METAL 2  
 Publisher: SONY  
 Comment: ENJOYABLE SEQUEL TO AVERAGE ORIGINAL.



## SECOND OPINION

### JIM GOES SHOPPING

Twenty quid could buy you a copy of *The Matrix* on DVD, or fund a pretty quiet night out, or take you and a young lady to the cinema, or get you two CDs, or pay for a value meal for you and five mates in McDonalds, or buy you Mick Foley's autobiography in hardback, or grab ya a stack of right dirty magazines, or pay for a copy of *Grudge Warriors*. I know what I'd rather spend my money on, don't you?

## KNOW THE SCORE

There's nothing special here, but it could have been worse.

**SOLID...** It's... er, simple and cheap.  
**SLACK...** Graphics, sound, control system...

**Total Station** **61%**





■ Publisher: EIDOS  
■ Players: ONE  
■ Released: OUT NOW

■ Developer: EIDOS  
■ Price: £34.99  
■ Game Type: ACTION/ADVENTURE

# Fear Effect

Steering clear of the **typical survival horror stereotypes**, Eidos have created a new style of **adventure game** with **Fear Effect**. But has it been worth the wait?

## FIRST IMPRESSIONS

It's a shame that Eidos couldn't have done more with the movie loops. We've all been expect streaming movie and real-time scenes similar to Squaresoft's *FFVIII* or *Parasite Eve II*, where the movie scrolls with the character as they move along. As it turns out the movies don't scroll, they simply stream, and aren't really anything a few fancy smoke and lighting effects couldn't have done – or indeed have been done on games like *Resident Evil 3*.



▲ This could easily be Chow Yun Fat... errr, you know what I mean!

**G**reat stories come in three forms: you can read them in books, watch them in films, or play them in games. You get films based on books, and you get games based on films – sometimes you even get the opposite, but that rarely works. You can also get games that try to be films, but not films that try to be books because that would be silly. Funny thing is that most games that try to be films are a waste of time too, but still developers all around the world are trying to do it and make the



fire burns impressively all around you. And, amazingly, there's very little in the way of loading times when you move from scene to scene. That much is good,



standard crispness. The quality of the visuals is consistent, and, once you get used to it, the animation of the anime style characters and the fantastic motion

**"YOU CAN BE JUMPING FROM POINT A TO POINT B IN THE SAME LEVEL AND LOSE YOUR BEARINGS TOTALLY – THERE IS NO MAP AND NOT ENOUGH DIRECTION"**

first good action movie style game. *The X-Files* was a movie style game, and that was crap, so how could Eidos break the stale crust of the videogame pie that is the movie game genre?

## Making the Break

*Fear Effect* is movie-based in more than just plot. If you haven't heard about the game before, the big breakthroughs have been mostly visual; it's a *Resident Evil*-style interface with a twist – every background is a looped movie instead of pre-rendered art. This means that scenes in the game are constantly moving – smoke pours out of every vent, lights flicker on and off, and

but it has its drawbacks. For starters, it means that the illusion of size from this four-disc game is misleading – it's actually about as big as *RE3* or *Silent Hill*. Also, scenes repeat after 5-15 seconds, showing a slight freeze in the backgrounds when the movie loops. And, lastly, to fit it all in the movies are fairly low quality – certainly not *FFVIII*

capture shown in the frequent cut-scenes takes centre stage.

## Pay-per-kill

The game revolves around the exploits of three mercenaries, Hana, Glas and Deke, sent in to retrieve the daughter of a powerful Chinese businessman. It quickly turns out that there's a lot



▲ The early puzzles are easy, but later on thing gets very, very tricky. Good job we have a guide next issue!



## THRILL KILL BABY!

Instead of a health meter, you're given a fear meter that determines how often you'll get to see the Game Over screen. Obviously in a game like this getting shot doesn't help you, but instead of picking up health, the approach you take will lower the gauge by evading bullets, performing one-shot kills and using sneak attacks.



more to this seemingly standard mission. As you play through the game, control switches between these three main characters, usually after a cliffhanger cut-scene. This character switch sees you having to play through the same level from a different perspective, and, again, this has both good and bad elements. While this adds a truck load of depth to the already intriguing plot line and keeps you on your toes, you feel that it hasn't worked out as well as it could because of the size of the game. For starters, new areas that you discover in a game like *Resident Evil* usually take a while to learn, but here you can be jumping from point A to point B in

the same level and lose your bearings totally – there is no map and not enough direction, although after wandering around it won't take too long to find out what you need to do. The other annoyance is that each character has his or her own ammo and weapon supply. If you aren't excessively careful, one character will end up with most of it and the others will have to fight hand to hand, which isn't easy in a game like this, and combat is even tougher because of the controls. The game expects you to be able to use a system designed for slow action and exploration (i.e. *Resident Evil*) to run around the screen performing barrel rolls, avoiding

attacks, and shooting multiple guys armed with machine-guns in narrow corridors. Sure, it can work, but it's a nightmare to get over the control system.

### Feared Effort?

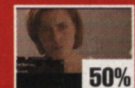
Despite all this, *Fear Effect* works well, and all the faults could have easily been ironed out if Eidos had made the game a bit longer and allocated a bit more time to exploration and ammo and weapon collecting for each of the characters. It's definitely impressive, and it gets much better as you battle deeper into the plot. Overall then? Well worth a look for adventure fans with a bit of patience, but clearly not the ground-breaking title we expected. **WILL**

▲ Double-fisted gun battles – how cool is this? Pretty damn John Woo cool!

### OR...

Name:  
**RESIDENT EVIL 3: NEMESIS**  
Publisher:  
**CAPCOM**  
Comment:  
**FAST PACED THRILLING GORE-FEST.**

Name:  
**THE X-FILES**  
Publisher:  
**FOX INTERACTIVE**  
Comment:  
**FORMULAIC AND LINEAR POINT AND CLICK GAME.**



### SECOND OPINION

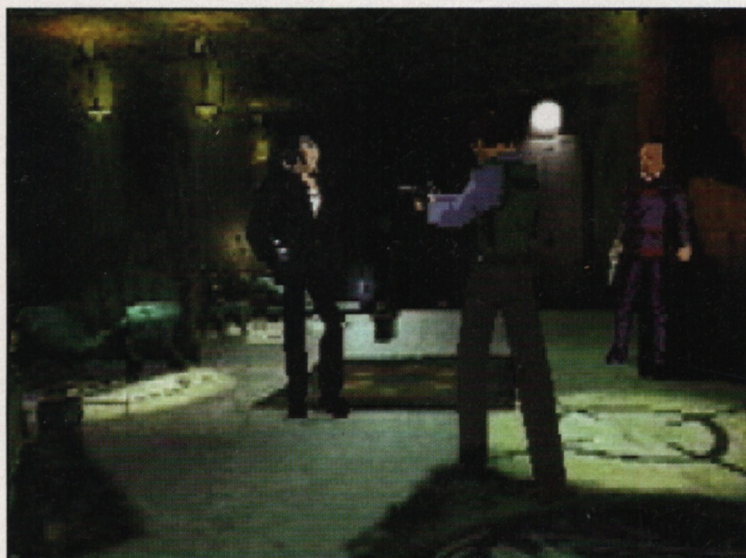
#### JIM JACKS IN

I adore movies as much as I love games, and the combination of the two is fair trouser-tenting to a sado like me. *Fear Effect* makes a brave attempt to gel the two formats, and Eidos almost manage to pull it off. The game can be forgiven for being a little short, because the adventure that spins from the four discs is both a graphic treat and an engrossing romp. Does for the action-adventure genre what *The Matrix* did for the action movie.

### KNOW THE SCORE

Lots of little flaws, but this remains a great game that proves involving enough.

**Total Station** **SOLID...** Excellent visuals, innovative gameplay.  
**SLACK...** Should have been stretched out more.  
**88%**





■ Publisher: 3DO  
 ■ Players: 1-2  
 ■ Released: OUT NOW

■ Developer: IN-HOUSE  
 ■ Price: £29.99  
 ■ Game Type: ADVENTURE



# Army Men: Sarge's Heroes

**Ten-Hut!** Listen up, men! **Our intelligence** reports that the yellow army is **mounting forces** behind the **cornflakes box**. **Saddle up men, we're going to war.**

## FIRST IMPRESSIONS

Has this disc been labelled wrong? This is *Army Men 3D*, isn't it? Sequel or mission disc, that is the question. Early impressions aren't exactly brilliant; the original was hardly a classic, and little has changed for this sequel. What's that saying about bringing a knife to a gunfight?

**W**ow that would make a wicked game! is as much a regular comment in the TOTAL STATION office as "Gale! It's your turn to make the coffee." Sadly, although we fancy ourselves as the greatest minds in the games industry, the chances are the reason why Billy Developer hasn't embarked upon turning our wicked games

the character's control is horribly lame. Call me daft if you want, but when I press left on the joypad I want to move to the left, not spin the background and then have to press forward to finally move in the opposite direction to right. For goodness sake, when you're playing a game where every corner turned could reveal an army of blood-crazed snipers, you need better control of your character than this.



▲ Look at the size of that spider – you'll need more than a rolled up copy of the Sun for that one!

**"WHEN YOU PUT YOUR HAND INTO A BUNCH OF PLASTIC THAT A MOMENT BEFORE WAS YOUR BEST FRIEND'S FACE, YOU'LL KNOW WHAT TO DO: HIT THE OFF BUTTON!"**



▲ Again, the FMV cut scenes are all marvellously rendered à la *Toy Story*.



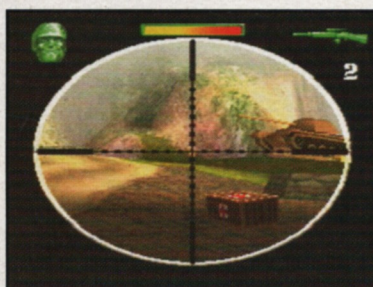
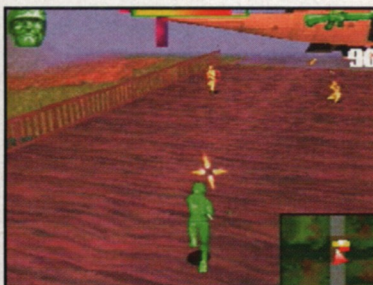
ideas into reality is that they would suck anywhere outside of our own heads. Bizarrely, after watching the original *Toy Story* whilst working late, we all agreed a game featuring toy soldiers would definitely fall into the 'wicked' category – well, just as long as 3DO weren't attached to the project.

## Change the Scenery

Of the many flaws and gameplay shortcoming, the most glaring is the crap control method which is pitifully out of place in an alleged 'stealthy' shoot 'em up. Okay, so 3DO's latest instalment of the spiralling *Army Men* series isn't the first game to do it – and sadly won't be the last – but the 'rotate the background around

## Breakfast Battles

At least this time around 3DO have injected a little quirky humour into the gameplay and level design, with the player battling around everyday locations, and miniature warfare taking place in average domestic scenarios (picture *Micro Machines* with machine guns). Also pleasing is the array of weaponry and vehicles to commandeer, but these islands of entertainment are swamped by a sea of boredom and frustration. Even the two-player deathmatches etc. feel tagged on. When you put your hand into a bunch of plastic that a moment before was your best friend's face, you'll know what to do: hit the off button! **JIM**



## OR...

Name: ARMY MEN 3D  
 Publisher: 3DO  
 Comment: NOTHING OUTSTANDING, BUT A FUN, IF TOUGH, GAME.

Name: APOCALYPSE  
 Publisher: ACTIVISION  
 Comment: AN IMPRESSIVE BUT SHALLOW SHOOT 'EM UP



## SECOND OPINION

### JOE JUMPS TO ATTENTION

I didn't mind the original, although I found it frustratingly tough. It's gotta be said though, this isn't much of an improvement at all, either graphically or in terms of gameplay. Little or no enemy AI and high difficulty levels mean that it's almost impossible to sneak up on the enemy, while the controls are awkward and, at times, clumsy. File under 'decidedly average'.

## KNOW THE SCORE

Look for this in the bargain bins – there might be something good underneath it.

**SOLID...** The demo of *Air Attack* lurking in the code.

**SLACK...** Where is the enemy AI and the fun?

**Total Station** **51%**



■ Publisher: INFOGRADES  
 ■ Players: ONE  
 ■ Released: MARCH 2000

■ Developer: INFOGRADES  
 ■ Price: £39.99  
 ■ Game Type: FOOTBALL MANAGEMENT

# Premier Manager 2000

**Gremlin** began the trend on the **Megadrive** in the mid 1990s. Such was its **popularity**, the **Premier Manager** series now makes a year 2000 appearance. But will it **be cigars and Champers** or an early dismal?

**A**s we all would have anticipated, **PM2000** has arrived with a sack full of added features and updated statistics. Five countries offer their domestic leagues including England, Italy and Spain. Top professionals and their managers all play a part, boasting authentic attributes and inflated wage demands and transfer values. You have scope to increase the capacity of your ground or, if the money is available, go out and build a new 40,000 all-seater stadium. All of the domestic competitions feature as well as qualifying for Europe, reaching the play-offs, and playing in the Champion's League. **PM2000** has great depth and an abundance of stats to keep you interested, but it's the predictable elements of the gameplay that provide the tallest hurdle to overcome.

## It's So Easy!

It is easy to see why the **Premier Manager** games have been so popular. The ease at which you can access any snippets of information help the game to run a decent pace without any real chance of getting lost in a 'menu maze'. **PM2000** is no different. There is a left-sided menu and a top-screen menu bar. These take you to whatever section of



▲ You'll need more than the latest training facilities to win Leeds the Premiership title.

the game you require very quickly. It seems that a managers job rarely ceases on picking and training the team these



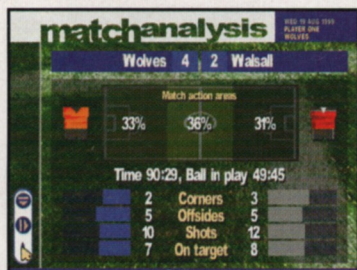
## One Step Forward!

Although **Premier Manager 2000** is a further step forward in the **PM** series, it just fails to ignite the senses to the extent that **LMA Manager** did. As you would

**"YOU HAVE SCOPE TO INCREASE THE CAPACITY OF YOUR GROUND OR, IF THE MONEY IS AVAILABLE, GO OUT AND BUILD A NEW 40,000 ALL-SEATER STADIUM"**

days. Aside from this you are responsible for managing the finances, sorting out sponsorship deals, upgrading the ground facilities, and even setting the price of season tickets – you tell me, what do the directors actually do!? All of this has to be done to keep you in a job, as well as showing your guile on match days.

expect, there are options galore, a friendly interface and a wealth of statistics that would keep even the hardest of anoraks happy, but for sheer gameplay and authentic pleasure, you may have to look elsewhere. Overall? Not a bad game, just another football management game in a competitive and overcrowded market. **LEE**



## FIRST IMPRESSIONS

You immediately recognise the surroundings and acknowledge the fact you have already been here before. In much the same way as the last incarnations of Infogrames' **Premier Manager** titles, you have a career as the boss to nurture – just don't expect too many surprises along the way.

## OR...

Name: **LMA MANAGER**  
 Publisher: **CODEMASTERS**  
 Comment: **PROBABLY THE BEST ON THE PSX THUS FAR.**

Name: **FA MANAGER**  
 Publisher: **EDIOS**  
 Comment: **FROM PC TO PSX. NOT TOO BAD, BUT VERY LIMITED.**



## SECOND OPINION

### JIM DRIBBLES AROUND THE BOX

Football management games are a dead tough one to call – no matter how much time is invested, you will rarely uncover every element of the gameplay. In terms of complexity and options, **PM 2000** is tough to top, but the over familiarity of the gameplay and general structure do little to promote this to the Premiership. For what it's worth, you might want to scout Codemasters' **LMA Manager** and leave this one on the bench.

## KNOW THE SCORE

A reasonable football management game with a few extras. Try before you buy.

**Total Station** **SOLD...** User-friendly interface and authenticity.  
**SLACK...** Been there, seen it, done it before.  
**80%**



Publisher: SONY  
 Players: ONE  
 Released: MARCH

Developer: NAMCO  
 Price: £34.99  
 Game Type: SPACE SHOOTER

# Star Ixiom

**Situation Vacant: Spacecraft pilot needed to single-handedly save the universe from an advanced alien armada hell-bent on killing us all. Hey, sign me up.**



## FIRST IMPRESSIONS

Easy to get into, simple to learn, *Star Ixiom* plays just as you'd expect, but that doesn't make it fun. The control systems suffer from too much inertia; when you centre the analogue stick, the ship keeps turning, so shooting is often frustrating. There's no targeting system either, and where are the weapons? A shoot 'em-up without massive full-screen pyrotechnic effects from laser blasts and missile launchers? Nahh...

How often do we see this happen? Someone comes up with a really good idea for a game, and the team who set out to create it turns it into the most forgettable dross imaginable. *Star Ixiom*, a Namco developed, Sony published game has a good pedigree; the idea is neat too, even though we've seen it all before.

### Bang on?

*Star Ixiom* is a simple and cliché ridden arcade shoot 'em-up, typically it pits you against an entire space faring alien race but Namco, true to form, have squeezed a few nice touches in there too. Each campaign

You need to pick them off one at a time before they move in on their target. To engage your various foes, you have to negotiate a star system HUB and by engaging your jump drive the player can travel to the new location. If you need to go back to repair your ship between fights, you can head to the nearest star base, but this will give the fleet more time to close in on the targets you need to protect, if you are willing to dig around you will discover there is a little depth amongst the blasting.

### Lost in Space

Unfortunately the strategic and pseudo-RPG elements that could have transformed *Star Ixiom* into a great little arcade blaster, are



## OR...

Name: COLONY WARS: VENGEANCE  
 Publisher: PSYGNOSIS  
 Comment: PRETTY, FAST AND CHALLENGING.

Name: OMEGA BOOST  
 Publisher: SONY  
 Comment: CRACKING 3D SHOOTER WITH OLD SCHOOL STYLE GAMEPLAY.



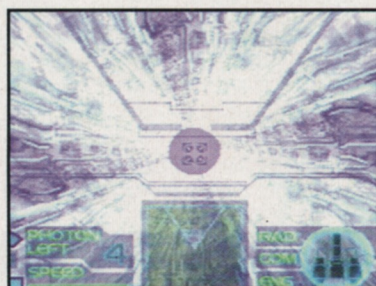
**'UNFORTUNATELY A GAME THAT COULD HAVE BEEN A GREAT LITTLE ARCADE BLASTER IS LITTLE MORE THAN AN ANNOYING COLONY WARS CLONE'**



▲ Here's your jump point map. Nice to see it's been spiced up with the latest PlayStation FX.

Hallucinogenic drugs – just say no! Those kids from Grange Hill were right!

can be seen on a grid full of asteroid belts, planets and space bases, and each one have a set number of invading alien fleets.

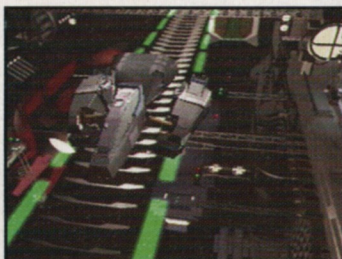


sadly under-developed, leaving a product that is little more than an annoying Colony Wars clone that involves nothing more than point and shoot gameplay. Worst still the enemies and levels are so sparse and poorly designed the shoot 'em-up action just isn't any fun. With three Colony Wars games already out there, there's little reason to buy this, we recommend you look for another world worth saving. **WILL**



## ONE CAREFUL OWNER

When you dock your craft at one of the many spaceway service stations, you get the chance to run around with a *Resident Evil*-style view. You can talk to people and equip your ship with new weapons and sub-systems, and later on you'll even be able to upgrade to new ships. It's simple stuff, but it's nicely in tune with the arcade style of the game.



## SECOND OPINION

### JOE BLASTS OFF

What the hell are Namco playing at here? This is a tedious and dull game which unsuccessfully mixes patronising RPG gameplay with tired and repetitive space exploration/shoot 'em-up elements straight out of the school of *Colony Wars* only about 50 times worse. This will be unlikely to hold anyone's attention for more than half an hour, and the fact that it's no oil painting to look at either is beside the point. Unoriginal, unremarkable, and wholly unknowable – shame on you, Namco!

## KNOW THE SCORE

Lame sci-fi shooter that can't compete with the big boys. Look elsewhere.

**Total Station**  
**SOLID...** Neat ideas add a bit of excitement.  
**SLACK...** Dull weapons, enemies and gameplay.  
**56%**



■ Publisher: EIDOS  
■ Players: 1-8  
■ Released: APRIL

■ Developer: SILICON DREAMS  
■ Price: £29.99  
■ Game Type: FOOTBALL

# UEFA Champions League Season 1999/2000

*It's a funny old game, one of two halves, 22 men on the pitch, this will sort the men from the boys, blah, blah, yadda, yadda. That's right, it's time for kick-off...*

The football genre is dominated by two games, Konami's *International Superstar Soccer* and EA Sports' *FIFA*. The two have been battling it out for the top footie spot year after year, with each instalment promising to be the final nail in the opposition's coffin. As the war rages on, it would seem there's not a lot of room



**"WITH THEIR FIRST GAME GATHERING MUCH PRAISE, A SEQUEL HAS BEEN IN TRAINING AND IS ABOUT TO BE PLACED ON THE MARKET. DO YOU FANCY TAKING A CHANCE ON THE NEW BOY?"**

for any newcomers to sneak in the back door. Thankfully the boys at Eidos have done just that with their growing *UEFA Champions League* series. With their first game gathering much praise, a sequel has been in training and is about to be placed on the market. Do you fancy taking a chance on the new boy?

## Load of Balls

With the official UEFA license still under their belt, all the top clubs are in along

with the full name listings and tournament fixtures of the 1999/2000 season. As well as the championship, there's exhibition matches, custom tournaments, arcade matches, and various pre-set scenarios set in every Cup Final match since 1960. But football isn't about what you can play, it's how you play it. Whilst it is furnished with an easy to play but tough to master style, some players may be put off by the game's apparent fence sitting somewhere between *FIFA* and *ISS*,

blending arcade playability and the depth of a simulation. Thus by not placing themselves in direct competition with the big boys, *UEFA* is allowed to shine.

## Nice Ball Control, Son!

Having tarted up the player models and motion capture, there is also far better commentary which is being voiced by official commentators Bob Wilson and Clive Tyldesley. The promise of increased player moves, advanced AI and a new control system allowing more responsive passing than ever before seem a little over sold as the gameplay is as fluid and instinctive as before. Another bonus is the confusing but fun eight-player mode.

*UEFA Champions League Season 1999/2000* sounds like a pretty big improvement over the previous game, but whilst this is a great game, it isn't a vast improvement over the admittedly great original. **JIM**



## FIRST IMPRESSIONS

Like RPGs, football games don't show the goods until you've invested a bit of time in them. First thoughts are that this is as solid a reproduction of the beautiful game as before only with a noticeable increase to the opinions screen, and that can't be bad at all.

## OR...

Name: *ISS PRO '98*  
Publisher: KONAMI  
Comment: THE SEQUEL CAME ALONG A STOLE THE CROWN. EXCELLENT!

Name: *FIFA 2000*  
Publisher: EA SPORTS  
Comment: *ISS* AND *UEFA* ARE MUCH BETTER THAN THIS WEAK SEQUEL.



93%



87%

## SECOND OPINION

### RUSS SHOTS, HE SCORES

This is certainly no *FIFA* or *ISS Pro Evolution*, but that's not to say it is a bad game. The overall feel is slightly unrealistic for this to be part of the Premier League, and there is a lack of AI both in your team and the opponent teams. The games are enjoyable, with some corking goals being produced, but at the end of the day this is just a weak upgrade of the original. Enjoyable, but flawed.

## KNOW THE SCORE

Another solid 90 minutes of quality footie – a decent substitute for both *FIFA* and *ISS*, if you really need one.

Total Station

**SOLID...** Instinctive and responsive control system.  
**SLACK...** Not that much of an improvement.

**85%**



■ Publisher: CODEMASTERS  
 ■ Players: 1-8  
 ■ Released: APRIL

■ Developer: IN-HOUSE  
 ■ Price: £34.99  
 ■ Game Type: RACING



# Micro Maniacs

A sequel with a difference, **the latest addition** to the legendary **Micro Machines** series does away with the cars altogether and replaces them with **inch-high racers** competing on foot. **Is that really such a good idea?**

## FIRST IMPRESSIONS

This looks fantastic in the familiar and charming cartoony style of *Micro Machines V3*, only it's even sharper this time round. Races are much the same as before, with the use of power-ups crucial to your success. It's not easy powersliding round corners on foot though, it has to be said.

There can't be many who'd have a bad word to say about Codemasters' legendary *Micro Machines* title. Even

and the 1997 PlayStation conversion, *Micro Machines V3*, instantly topped the charts for exactly the same reasons. More addictive than a three-litre tub of Hagen Daas, *MMV3* was, and still is, a flawless piece of genius software, which

of its ilk even to this day. Making full use of the Sony's multi-tap, *MMV3* was even more addictive in multi-player mode, allowing up to eight players to compete in edge-of-the-seat racing antics over a mass of ingeniously devised levels,

**"MORE ADDICTIVE THAN A THREE-LITRE TUB OF HAGEN DAAS, MICRO MACHINES V3 WAS, AND STILL IS, A FLAWLESS PIECE OF SOFTWARE"**

way back in the days of Sega's Mega Drive console, it was one of the finest multi-player racers doing the rounds,

remains unmatched in its sheer playability, coupled with a graphical charm which would outclass most games

ranging from the beach, kitchen table and living room floor, onto the garden pond and the science lab. Its inventive



## UNUSUAL SUSPECTS

The game features twelve characters in total, although only eight of these are playable from the off. Here's a selection of the main players.



Part man, part motorcycle, this guy takes the award for the coolest-looking of the bunch. His special attacks are his Plasma Punch and Energy Trail.



One-time lab assistant, now shrunk in size and given the power to shoot flames from her person – handy to have around at barbecues.



Odd-looking orphan with psychic abilities whose special attacks are her Nightmare Projection and Psychic Grab. She's right funny lookin', Pa!



A student of astrophysics, her special abilities are her White Hole and Black Hole, which can be used defensively and offensively, respectively.



Clearly the maddest looking of the lot, this guy might knock you out with a yo-yo attack, or simply suck you up in his Whirlwind attack.



Cool-looking skate-type dude who can attack with a range of special sonic moves, namely his Sonic Boom and Shatter Notes.

use of scale gave the game some gloriously surreal yet altogether inspired gameplay qualities.

### Super Smooth

Onto the sequel, and it's clear that *Micro Maniacs* is directly descended from the *Micro Machines* titles due to its undeniable graphical similarities. This is no bad thing though, because the game looks fantastic with super-smooth, highly detailed backdrops, and vibrantly

by keeping to the lines and forgetting about the whole power-up aspect, but where's the fun in that?

### Tiny Toons

Codemasters have spent a great deal of time labouring over the character design, with each of the game's twelve characters marvellously stylised in a comic book fashion. Each character boasts their own unique special moves, which range from Pyra's Flaming Meteors, Twister's Whirlwind

### Four Wheels Bad, Two Legs Good

Races are tense throughout, with very little time difference between first and last place. One well-placed power-up can often make all the difference, but it's easier said than done when you're trying to negotiate a sharp bend at full pelt. This certainly makes for challenging gameplay, and with 39 tracks to master in total, this is not a game that you'll be breezing through in

**"RACES ARE TENSE THROUGHOUT, WITH VERY LITTLE TIME DIFFERENCE BETWEEN FIRST AND LAST PLACE"**

coloured polygons throughout. Races are a fast, frantic affair, with as much emphasis having been placed on maintaining a fine racing line as collecting power-ups throughout the race. Sure, just like the last game, you can win races

and Maw Maw's Tongue Grab, to Waldo's Laser Bolts. All characters can run at the same speed and jump the same height, but some special attacks are invariably more effective than others. Half the fun comes from finding this out for yourself.

a matter of days. In fact, if there's one difference between this and the last game, it's the sheer difficulty of *Micro Maniacs*. It's extremely hard at first, especially as you'll be trying to adjust to the differences in handling between four wheels and two legs – sliding round corners is not an option here.

### Too Hard to Handle?

Inevitably, given the huge difference in handling between this and the last game, opinions are going to be divided as to how much of an actual improvement has been made here. Okay, so these two-legged fellas are pretty nimble around obstacles and can

## MICRO MACHINES

Although most of the races take place on foot, there are several points during the game where you'll be able to race on a vehicle of some description.



One of the early levels, this one sees the Maniacs racing each other on miniature jet skis in the bath.



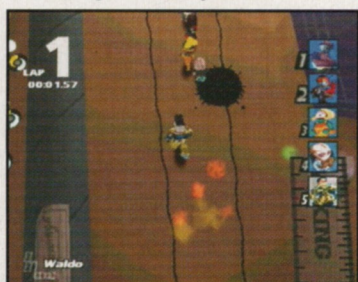
A truly inspired level, here you're racing each other in the garden on the back of bumble bees – superb!



If I was a bumblebee, I wouldn't be too happy about having this chap on my back, but then it is only a game, right?



Many of the races will require you to jump up slopes and platforms, so good timing is just as essential as keen racing skills.





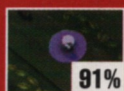


Jumping on and off this moving turntable is very tricky to negotiate.

## OR...

Name: MICRO MACHINES V3  
Publisher: CODEMASTERS  
Comment: FAST-PACED, MADCAP, 3D MULTI-PLAYER RACING.

Name: CRASH TEAM RACING  
Publisher: SONY  
Comment: PLAYSTATION'S MARIO KART BEATER?



91%



92%

## SECOND OPINION

### JIM'S LEGS HURT

Sadly, *Micro Maniacs* is the disappointment I suspected it would be. Why? Well, graphically things have been improved, and the inventive level design is still in place, but the real point of concern is the removal of the vehicles and their two-legged replacements. I'm the first to admit that I'm just a big kid, but where's the fun in racing around a breakfast table as a little Manga midget when you could be behind the wheel of a Matchbox Formula One racer? The hook of the numerous incarnations of *Micro Machines* were the range of vehicles – boats, planes, cars, trucks etc. – so take these elements away and you are left with game that leaves you wanting so much more.

## KNOW THE SCORE

Massively playable, especially in multi-player mode, but, unlike *MMV3*, this falls short of brilliance.

Total Station

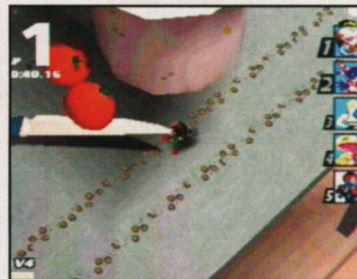
SOLID...Brill graphics with inventive level design.

SLACK...Not as good as *Micro Machines V3*.

86%

## HAZARDOUS TO YOUR HEALTH

Some tracks don't just require you to negotiate a succession of twists and turns, but are also dotted with hazardous obstacles which can seriously damage your health.



Watch out for that sharp kitchen knife – oops, too late!



Timing your jump is essential here, unless you want to be sliced in two.



One of the trickiest jumps in the game, these drills must be avoided at all costs!



Jump on the blanchmanges to trampoline to the next platform – it's enough to make you hungry, actually.

here, with tanks, jet skis and bumblebees all coming into use at points during the game. This will please die hard fans of the original greatly, although many may be left wanting more of this and less of the other.

### Blanchmange

The inventive and imaginative use of level design is a key element once again here, with the various stages incorporating a number of domestic settings such as bedroom floor, bath, garden, kitchen, workshop and beyond. The attention to

of pals and *Micro Maniacs* will give you hours and hours worth of compulsively addictive gameplay, just like the last game did.

### Haircut One Hundred

However, not everyone buys a game with the multi-player aspect in mind, so it has to be said that while *Micro Maniacs* is great fun, it's not the classic that its predecessor was by a long shot. By substituting cars for humans (albeit rather small, mutated ones), Codemasters have missed one of the game's main selling

## "GRAB A MULTI-TAP AND A COUPLE OF PALS AND MICRO MANIACS WILL GIVE YOU HOURS AND HOURS WORTH OF COMPULSIVELY ADDICTIVE GAMEPLAY, JUST LIKE THE LAST GAME DID"

even climb up certain objects in their path, but there's very little room for error here. You just can't slide around the corners like you could in *MMV3*; instead your racing line must remain impeccable throughout the race.

### Racer or Platformer?

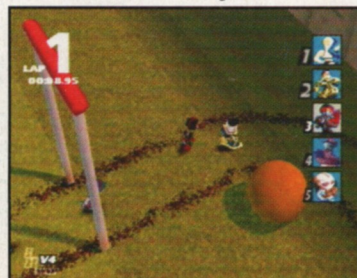
So by combining both racing and platforming elements, this leads to gameplay that sometimes works extremely well and at other times works (just). Okay, so if the *Maniacs* in question had the use of four wheels on all the stages then this would be little more than a pseudo-sequel, so obviously something had to be changed. And to be fair, there are times when the inventive use of vehicles does come into play

detail does not fail to impress, with loads of great touches such as the giant blanchmanges that you have to trampoline on to gain access to adjoining platforms. The levels each look superb and can prove distracting at first, causing you to spend more time admiring the scenery than keeping your eyes on the track.

### Kajagoogoo

As with *MMV3*, *Micro Maniacs* really comes into its own in multi-player mode, where a great deal of fun can be had battling with other human opponents and making the most of your power-ups to put each other out of the race. This is where the gameplay excels, becoming much more tense and, at times, just plain vindictive. Grab a multi-tap and a couple

points, not to mention a lot of the original's accessibility too. Haring round corners in a toy car was massively enjoyable, whereas simply running round the course...? Not quite the same, unsurprisingly. Playable? Yes, especially in multi-player, but just don't expect another classic this time. **JOE**





■ Publisher: MUPPET RACEMANIA  
 ■ Players: 1-2  
 ■ Released: APRIL

■ Developer: JIM HENSON INTERACTIVE  
 ■ Price: £29.99  
 ■ Game Type: RACING

# Muppet RaceMania

It's time to play the music, it's time to light the lights, it's time to get things started on the PlayStation tonight. Dum, Dum, Dum...

The Muppets just refuse to die, and even though I was still peeing in my shorts and sucking my thumb when they were last on the telly (i.e. a week last Thursday), the charm of these fuzzy flat creatures is still unavoidable. Unlike the majority of the fondly remembered TV shows of my square-eyed youth, the Muppets still manages to rise a smile. Anyone who has been watching Knight Rider re-runs on Channel 5 knows what I'm talking about. I like the Muppets, but not this much!

## Along For The Ride

Muppet RaceMania is definitely a

grower. Your first go virtually guarantees that you hit the off switch and have another go on *Crash Team Racing*, but if you are willing to devote a little extra time, primarily to master the ropery handling, you will have a rainy Sunday afternoon of enjoyment. The main inspiration for the product is *Mario Kart* – comic book characters in comic book vehicles race around comic book landscapes whilst throwing chickens at each other – *Gran Turismo* this ain't! However, hidden amongst the expected races and battle modes, the player will have to contend with an intriguing but maddeningly tough platform-style stunt mode. With 32 tracks on show, there is plenty to keep you going if you have the

"WITH 32 TRACKS, THERE IS PLENTY TO KEEP YOU GOING IF YOU HAVE THE PATIENCE, BUT HOW MANY OF YOU WILL BOTHER?"

patience (or are under ten), but how many of you will bother?

nostalgic adult or the cinema going nipper will be familiar with the characters. Thus with a game that is so clearly aimed at the younger end of the market, questions have to be asked about the popularity of the franchise. If this had been Pokémon Racing or Rugrats Rally, Sony would have a kiddy thrilling winner, but those old enough to remember just won't care. **JIM**



▲ The battle modes are stupidly easy. Sit back and let the pack fight each other!

## Old Skool Cool

Correct me if I'm wrong, but the Muppets have been off the small screen for a long while, meaning only the

## FIRST IMPRESSIONS

Oh, my word, this is terrible. Why on earth have Sony released another karting game when we've already got the ace *Crash Team Racing* to help scratch that *Mario Kart* itch? And of all the kiddy-friendly franchises up for grabs, why pick the Muppets? *Mario Kart* with duff handling and poor weaponry. Yeah, cheers.

## OR...

Name: CRASH TEAM RACING  
 Publisher: SONY  
 Comment: PLAYSTATION'S MARIO KART BEATER? COULD WELL BE

Name: SOUTH PARK RALLY  
 Publisher: ACCLAIM  
 Comment: BEST OF PSX SOUTH PARK GAMES AND ACTUALLY FUN.



92%



70%

## SECOND OPINION

### JOE GETS THINGS STARTED...

I'm a great fan of karting titles such as *Mario Kart*, *Crash Team Racing* and *Speed Freaks*, so it puzzles me how Henson Interactive can possibly think that anyone with half a brain would possibly think that this is worth playing, let alone buying. The handling is poor, the camera angle (there's only one view!) is a joke and the whole game is as stale as last week's bread. Avoid!

## KNOW THE SCORE

Who's that piano playing dog, mummy? Exactly! Too easy and too obscure for those that would care.

**SOLID...** Great sense of humour, nice looker.  
**SLACK...** Shame about the handling and camera.

**Total Station**  
**66%**



▲ As you would expect, the two-player mode brings all the single player flaws to the table. Come on!



# JAP ATTACK

Here's this month's latest **reviews** for all you **regular import buyers** out there. If you're worried about missing out, **check these pages to see what's on its way** to the shores of Blighty...

## Rising Sun

Need we even mention what's big in Japan this month? Retailers have had to cope with some PS2 obsessed fans queuing outside of their shop doors for over a week before Saturday March 4th, the day of the launch. With 10,000 people estimated to be camping outside stores and the launch making the front page in almost every major Japanese newspaper, you could say it was big news. While the pre-launch hype won't be as big over here, school teachers should be expecting more than the average number of forged sick notes appearing on their desk after the UK launch of the PS2, currently pencilled in for September 29th.

Unsurprisingly (after our play test - review next month), Konami's *Muscle Ranking Volume 1* has slipped out of the Jap Top Five, and *Vagrant Story*, after holding the weekly number one until now, has given way to *Mobile Suit Gundam*. Here's the current listings:

- 1 Mobile Suit Gundam: Giren's Ambition - Genealogy of Zion
- 2 Guitar Freaks Append 2nd Mix
- 3 Kenki - Construction Machine Simulator
- 4 Vagrant Story
- 5 Gallop Racer 2000

In other Oriental news, the official Japanese release of *Final Fantasy IX* has been set for July 29th, with *FFX* due for spring 2001 and *XI* pushed back until winter next year. So I guess we can expect to add between 6-9 months on top of that for the UK releases. But they don't always get it their way; *Driver*, from GT Interactive, has only just been released in the East, and the US has only just received Codemasters' original *Colin McRae Rally*.

Finally, here's a shot of Hori's new controller for the PlayStation2. Called the 'Tekken Tag Stick', its originality is limited to the extra change button positioned near the main buttons for ease of use.



Publisher: SQUARESOFT  
Developer: SQUARESOFT

Players: ONE  
Price: £59.99 PROJECT K

Released: OUT NOW (JAPAN)  
Game Type: ADVENTURE/RPG

# Vagrant Story

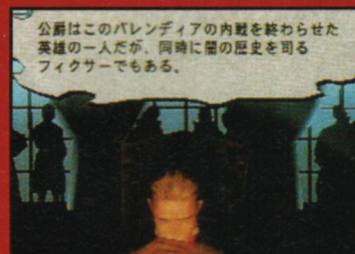
Want to know what **Squaresoft** have been up to since *FFVIII*? Of course you do. **Walk this way...**

I remember back when I was a kid, playing on my Spectrum for the first time and thinking 'Wow, this is incredible... an actual computer in my house!' You could press a few keys and a little airplane would move up and down on your TV and shoot tanks and stuff. I thought it was so cool. A few years later I upgraded to an Amiga and was introduced into the world of animated characters that actually walked along the screen instead of sliding or moonwalking. Once again, I was suitably impressed. Then seeing *Mode 7* for the first time on the SNES... woah!

## Yeah, Yeah...

I'm writing this without yet seeing the PlayStation2. I know what it's going to be like - I've seen countless movies and screenshots - but after seeing *Vagrant Story* it makes you wonder why we're moving on already when there's obviously so much life still left in the PlayStation.

*Vagrant Story* is superb. Many have even been described it as groundbreaking and epic, but with my admittedly limited grasp of Japanese I'll have to stick with superb until I get my hands on the PAL version. After slapping the CD into the PlayStation, you'll be waiting close to half an hour before the



game starts proper. The real-time introduction (which follows one of the most impressive and typically Square CG sequences you'll ever see) introduces you to the game's main character, Ashley Riot, who is sent into the mysterious city of Lea Monde, where he becomes entangled in a plot involving long time enemy Sydney Losstarot and a hidden evil underneath the city. Rarely has a game been so brilliantly introduced - only *Metal Gear Solid* comes close as a comparison, and as far as plot development and atmosphere go, the two games do bear a lot in common, differing only in terms of gameplay, which is simpler but just as involving.

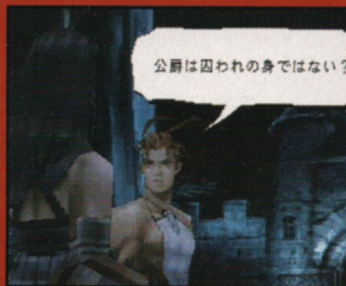






## JAP'S EYE

Like *Metal Gear Solid*, there is no doubt that *Vagrant Story* will become one of this year's biggest PSX import games. However, also like *MGS*, if you can't understand it you'll lose the plot and won't have the benefit of a helping hand via the on-screen text. Unlike *MGS*, though, you'll also miss out on a lot of its high points – combining handles, blades and grips to create your own weaponry, learning spells and assigning chain commands are part of what makes the game so absorbing, so find a guide on the Net first, or wait till later this year.



公爵は四つめの身ではない?



昨年暮れにこの王都で起きた  
国王暗殺未遂事件の実行犯は  
メレンカンブであると



The facial detail is certainly impressive for a real-time game.



### Healthy Portion

A large portion of the game is played under the city and is separated into multiple rooms, each with their own puzzles and enemies, Squaresoft linking each together via the plot and continuous cut-scenes that flow from one room to the next. The cut-scenes are impressive not just because of the graphics, but more in the movement of the characters and the stunning animation. They are the driving force of the game and the main foundation for the excellent atmosphere, one thing that Square, like Konami, are masters of.

### On the Offensive

Battles are all played in real time. Physical attacks cause a large semi-sphere to surround your character, which represents the range of your currently equipped weapon. Any enemy inside the sphere can be attacked with a body part-specific slash – for example, you can target the legs to slow your opponent, or the arms to weaken their attacks. You've also got a



fair range of defensive and aggressive magical attacks, discovered after reading hidden pages from spell books, and some limit break attacks requiring you to sacrifice your own hit points to



excellent, the effects are great, and the animation is even better, plus the game is so smooth with seamless breaks between gameplay and cut-scenes. It's a visual feast, and (if it's possible) the audio is



**'AFTER SEEING VAGRANT STORY IT MAKES YOU WONDER WHY WE'RE MOVING ON ALREADY WHEN THERE'S OBVIOUSLY SO MUCH LIFE STILL LEFT IN THE PLAYSTATION'**

perform a devastating attack on the enemy. Then there are the chain attacks – as you perform a successful hit, another button pressed at the right time can trigger a second hit that can either double up the damage caused or add to your own HP meter, while, similarly, incoming attacks can be deflected back at your enemies with a well-timed button press.

### Gimme Gimme

To top it off, this is one of the most graphically impressive games ever to come from Squaresoft. The lighting is

even better; there's an impressive orchestral soundtrack, and the spot effects suit the gameplay perfectly.

Any faults then? Well, the game is short, but to notice that you'll need a decent grasp of Japanese to get you through the menu systems and to have any idea of the plot. If you can get online and find yourself a guide then this is a worthwhile import buy, but if you don't understand the language you're best advised to wait till the PAL release turns up and rest knowing this'll be a stunning UK release when it arrives later in the year. **WILL**

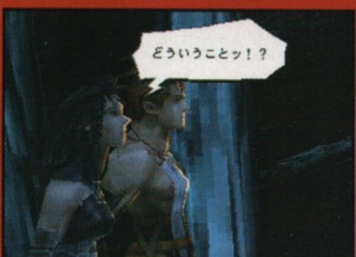
### INCOMING

Well, put it this way, if Squaresoft don't release this game in Europe after Japan and the US there'll be hell to pay. There's already a massive following for the game – it's a surefire hit – and with Square busily setting up their UK PR company at the moment, this is in the running for their first big European release.

### KNOW THE SCORE

Big, bold and beautiful, *Vagrant Story* is the best import game we've seen since *Final Fantasy VIII*.

**Total Station**  
**85%**



'Does my bum look big in this?'



Dunno about you, but I'm dying for a cigarette.



I could fight or, err, run... hmmm



## INCOMING

Well, let's put it this way: No. What? You want more? How about I put it this way: No. Listen, it's not going to come out over here, or at the very least it's very unlikely to, so don't wait for it.



## KNOW THE SCORE

Not exactly the most amazing 2D platformer in the world.

**Total Station** 52%

Publisher: SPAZ  
Developer: TREASURE

Players: ONE  
Price: £49.99

Released: OUT NOW (JAPAN)  
Game Type: PLATFORM

# Silhouette Mirage

Japanese game in **being quite original** but **looking crap** and being **a bit dull really, shocker**.



Original title of the month goes to *Silhouette Mirage*, a wacky 2D platform game with a few interesting twists. The character you play has a bit of a split

personality: one side is red, the other blue, and depending on which way you're facing, the associated power is in control. All the enemies are vulnerable to a certain power, so you've got to make sure you're facing the right way or you won't be able to destroy them.

*Silhouette Mirage* looks rather nice despite its 2D shortcomings, and there's a strong range of enemies and an impressive move list to boot, but it suffers from frustrating gameplay, especially when there are multiple enemies on screen. It's a neat reminder of the games we used to play a few years back in the days of SNES, and I didn't mind devoting a fair bit of time to



Oh look, it's a load of pumpkin men swinging on a log...

it, but then I got the game for free. Is it worth the asking price? Not by a long way, mate. **WILL**



'We come in peace with the secret of eternal life and...' Bang, bang, uhhgh!

Publisher: D3 PUBLISHER  
Price: £49.99

Developer: TATSUNOKO PRODUCTION  
Released: OUT NOW (JAPAN)

Players: 1-2  
Game Type: LIGHTGUN SHOOTER

# Gun Shooting

Fancy playing **the latest state-of-the-art light gun** game from Japan? Well, **you won't be interested** in this, then. Sorry.



Quality light gun games seem to be licensed solely to Namco. Following *Time Crisis*, *Point Blank* and the recent *Ghoul Panic*, they are the undisputed number one. Surely someone else could be bothered to challenge that position? Well, that's not going to be done by D3 Publisher and their recent gun blasting title.

It's designed like *Time Crisis* – you follow a pre-set pattern though each level controlled by the computer – but here there are no strings or bells attached, so you just drive around in a hovercraft shooting anything that moves until you get so bored that you decide to turn it off and go and pluck your nasal hair for a while.

## It Just isn't Funny

This is a pathetically bad attempt at making a computer game, and I'm not even going to put in the effort to slate what can only be described as a foul-smelling pile of cack. Well, maybe that's a bit harsh; all shooting games have a limited appeal. Sure, it's fun to fire a gun at a TV for a while, but you might as well do it while watching *Neighbours* and let your imagination run loose – at least that would be a bit more stimulating and last longer. **WILL**



## INCOMING

Seeing as the publisher is a total unknown, the UK publishing rights will probably be going on the cheap, so that puts this in the 'possible' category. But why anyone would want this I don't know. I guess it would have to be going really cheap.

## KNOW THE SCORE

Very basic light gun game that you won't play more than once.

**Total Station** 16%





■ Publisher: TAITO  
 ■ Price: £49.99  
 ■ Developer: TAITO  
 ■ Released: OUT NOW (JAPAN)  
 ■ Players: ONE  
 ■ Game Type: ACTION/ADVENTURE

# Chaos Break

Someone, somewhere is probably playing this game **on their own with no friends.**

**P**opping this CD into the PlayStation, I was instantly misled. Before the game actually starts an illusion of a decent game hits you from the impressive intro and menu screens. But then, as soon as you pick up the controls and the game gets moving, you realise the error. *Chaos Break* is in fact another terrible piece of software.

Put simply, this is *Tomb Raider* crossed with *Resident Evil*. A good mix, you might think, but Taito have cunningly forgotten to include any of the originality, gameplay or entertainment value of either of these classics, which, as it turns out, was a bit of a mistake. It also looks terrible, which doesn't help matters when you're desperately trying to find a good point to write about the game. So, as you can see, I didn't bother.

## CD Break

*Chaos Break* bored the pants off of me, and unless you've never played a videogame before in your life, this won't impress you either. The camera is terrible, the weapons are boring, the puzzles are dull. It's just frustrating, so don't pay anything more than nothing for this game. **WILL**



Our hero. He looks so cool...



セキュリティが解除されていない

## INCOMING

I heard that the UK publishing industry was in uproar when the rights to publish this game went up for grabs. Looks like Taito are on the verge of securing a multi-million pound deal with this game. Of course, I'm kidding.

## KNOW THE SCORE

Lamer than a donkey with no legs. Just don't.

Total Station **24%**

■ Publisher: BANDAI  
 ■ Price: £59.99  
 ■ Developer: IN-HOUSE  
 ■ Released: OUT NOW (JAPAN)  
 ■ Players: 1-2  
 ■ Game Type: PUZZLE

# Gun Pey

Sometimes **Jap puzzle** games can be quite good, but *Gun Pey* isn't. **Do you want to know more?**



**W**hile I'd admit that I can happily bash away at most puzzle games we get in from Japan, *Gun Pey* rounds off a bit of a classic selection of quality bad games that have arrived in from Japan this month. It's given us all a chance to unwind and adjust ourselves to the harsh reality of how bad some videogames can be on the PlayStation. Japan may be the leading nation for innovative software, but I for one am very glad to be settling down with my copy of *Fear Effect* and *Syphon Filter 2* in the UK this month.

## Gun Pee

*Gun Pey* is a puzzle game that involves connecting a line of tiles from one side of the screen to another. You can move a cursor over any two tiles and flip them vertically to line them up. If you manage to join more than one line at a time, the score meter shoots up as hefty bonuses are thrown your way. You've got continuous *Tetris*-style levels, stage levels, and puzzle modes where you have to eliminate all tiles in one go.



No, there's nothing interesting to say about this.

But at the end of the day (or in this case, hour), *Gun Pey* is very dull puzzle game, and Bandai are really scraping the barrel with this game. It's not that they haven't made good use of the game idea, but that the game idea was crap to start with. Look elsewhere for your puzzle kicks. **WILL**



## INCOMING

Well, it's not likely. Like we keep saying, it's usually the bizarre puzzlers that find their way over here, but with the PlayStation2 kicking off in full swing, no one's going to be looking to *Gun Pey* for a source of cash in the UK. What a shame...

## KNOW THE SCORE

Flawed idea results in a predictably bad puzzler.

Total Station **39%**



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**World Exclusive Review**  
**WWF SmackDown!**

**Resident Evil: Gun Survivor**  
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# Total Station

## *Tips Out!*

**THE  
games  
sorted!**

### **110** Rollcage 2

Learn how to crash your car with style in our fast track guide.

### **118** Metal Gear Solid (Platinum)

Still one of the best games on the PlayStation, busted open again.

### **132** Die Hard Trilogy 2

Bruce is back, and we are on hand to help you through the game.

### **140** Theme Park World

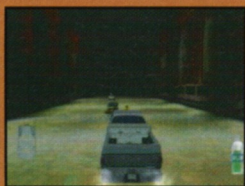
Learn how to be an entertainer with our Theme Park survival guide.

**PLUS: 106 MINI TIPS • 108 Q&A**



## Die Hard 2: Viva Las Vegas

Cheat codes: Pause the game and enter the following codes:  
**Big Head mode:** R1, R1, L1, L1, Triangle, Triangle.  
**Skeleton Mode:** Circle, Square, Triangle, Triangle, Square, Circle.  
**FPS mode:** Circle, Circle, Triangle, Triangle, Square, Square.  
**Slow motion:** Triangle, L1, Triangle, L1, Triangle, L1.  
**Auto-reload:** Square, Square, Triangle, Triangle, Circle, Circle.  
**Pop Top Mode:** Square, Square, Circle, Circle, R1, R1.  
**Level select:** At the main menu, press L1, L1, Circle, Circle, Square, Square.



# BiteSize

*They're tips and they're not that big when you think about it, hence the name.*

## Le Mans 24h

All cars and tracks:  
 Enter "TATOO" as a name to unlock all cars and tracks in quick race mode.

1999 Audi Prototype:  
 Enter "MAYOU" as a name.

1999 Toyota:  
 Enter "PINOU" as a name.

1999 BMW:  
 Enter "POHLIN" as a name.

## Army Men: Sarge's Heroes

Power-up for All Weapons and Infinite Ammo:  
 While playing, go to pause screen and press Square, Circle, R1, L1.



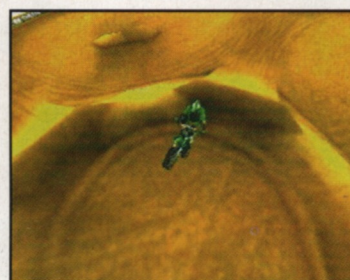
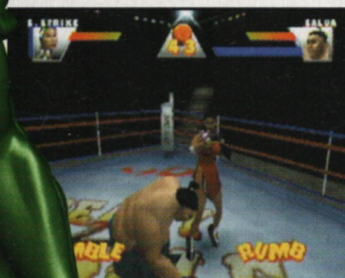
## Cool Boarders 4

All Special Events Cheat  
 Enter the name IMSPECIAL  
 All Boarders, Boards, & Mountains Cheat  
 Enter the name ICHEAT



## Ready 2 Rumble

Access Bronze Class Cheat  
 In Championship Mode select new game then enter BRONZE for a gym name.  
 Access Silver Class Cheat  
 In Championship Mode select new game then enter SILVER for a gym name.  
 Access Gold Class Cheat  
 In Championship Mode select new game then enter GOLD for a gym name.  
 Access Champ Class Cheat  
 In Championship Mode select new game then enter CHAMP for a gym name.



## Supercross 2000

Access Cheat Menu  
 On the Select Event Menu, Press R1  
 No Crashes  
 On the Cheat Menu enter N0CR4SH  
 Additional Views  
 On the Cheat Menu enter M0R3C4MS  
 Cancel Off Track Reset  
 On the Cheat Menu enter N00FFTR4CK  
 Cancel Skipping Track Reset  
 On the Cheat Menu enter SK1PP1NG0K  
 Big Bikes  
 On the Cheat Menu enter B1GB1K3S  
 Big Dirt Sprays  
 On the Cheat Menu enter B1GSPR4Y  
 All Riders Block You  
 On the Cheat Menu enter BL0CKM3  
 Giant Riders  
 On the Cheat Menu enter G14NTS  
 Headless Rider In Practice Mode  
 On the Cheat Menu enter H34DL3SS  
 No Riders  
 On the Cheat Menu enter N0R1D3RS  
 Moon Gravity  
 On the Cheat Menu enter M00N  
 Venus Gravity  
 On the Cheat Menu enter V3NV5  
 Mars Gravity  
 On the Cheat Menu enter M4RS  
 Mercury Gravity  
 On the Cheat Menu enter M3RCVRY  
 Jupiter Gravity  
 On the Cheat Menu enter JVP1T3R  
 Saturn Gravity  
 On the Cheat Menu enter S4TVRN  
 Uranus Gravity  
 On the Cheat Menu enter VR4NV5  
 Neptune Gravity  
 On the Cheat Menu enter N3PTVN3  
 Pluto Gravity  
 On the Cheat Menu enter PLVTO  
 Extra Hop Button L1 Cheat  
 On the Cheat Menu enter H0P

## Track and Field 2000

Getting bored of those tuned up steroid-ridden athletes in your track and field? Fancy injecting a bit of life into the game? Here are a few codes to revitalise those summer sporting moments...  
 Skimpy Swimsuits  
 Get the most out of your swimwear by wearing less. Highlight either 50m Freestyle or Springboard events and enter the following combination of



button presses (Up, Up, Down, Down, Left, Right, Left, Right, Circle, X).

Super heroes

You won't get any extra abilities unfortunately, but if you want to impress the crowd by flying around the levels after winning a world record, highlight either 100m, Pole Vault Hammer Throw, Sprint, Long Jump, Javelin Throw, Weight Lifting, Horse Vault, 1 Km Time Trial and canoeing events and press (Up, Up, Down, Down, Left, Right, Left, Right, Circle, X).



## Quake 2

**Gold Cheat:** To get gold you must beat the game on hard. Winning gold will give you infinite ammo, all weapons, and all the rest of the multiplayer codes you receive when you win silver and bronze.

**Silver Cheat:** To enable Silver Cheat, finish the game in MEDIUM difficulty. This will open two more bars in multiplayer mode, Game Speed and Blast Force. Plus it will unlock the multiplayer cheats you

get for winning bronze.

**Bronze Cheats:** Beat the game on the easy difficulty. This will give you two options for multiplayer mode, Weapons Stay and One hit kill. **Invincibility:** Pause game and press



L2, L2, R1, R2, R1, L2.

## Tiny Tanks

**Level select:** Press and hold L1 + L2 + R1 + R2 + Left + Circle + Select at



the new game Stamper menu

## Demolition Racer

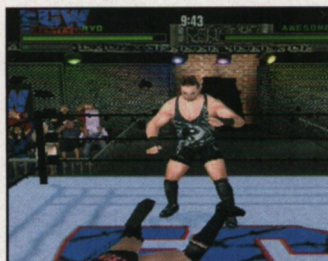
**All Cars + Tracks:** On the main menu quickly press X, X, Square, Square,



Triangle, Triangle, Circle, Circle.

## ECW Hardcore Revolution

**Alternate costumes:** Press L1, L2, or R2 while selecting a wrestler.



**Random wrestler:** Press R1 at the character selection screen.

**Beulah McGillicutty:** Win the ECW Tag Team belt in career mode.

**Bill Alfonso:** Win single player tournament mode as R.V.D.

**Cyrus The Virus:** Win the ECW World TV belt in career mode.

**Joey Styles:** Win the Acclaim belt in career mode.

**Joel Gertner:** Win the Acclaim belt in career mode.

**Judge Jeff Jones:** Win single player tournament mode as Mike Awesome.

**Louie Spicolli:** Win ECW World Heavyweight belt in career mode.

**The Sheik:** Win the ECW Tag Team belt in career mode.

**Taz:** Win ECW World Heavyweight belt in career mode.

**Tommy Rich:** Win the ECW World TV belt in career mode.

**All Jobbers:** Successfully defend the ECW World Heavyweight belt five times in career mode.

You can also get all jobbers by successfully defending the Tag belts in Tag Team Career Mode.

**Random head mode:** Win single player tournament mode as Louie Spicolli.

**Additional custom wrestler items:**

Win single player tournament mode as Tommy Dreamer. Alternately, win the Living Dangerously tournament.

**Headless mode:** Win single player tournament mode as Taz.

**Little head mode:** Win single player tournament mode as Roadkill.

**Big head mode:** Win single player tournament mode as Rhino.

**Ego mode:** Win single player tournament mode as Chris Chetti.

**Big hands mode:** Win single player



tournament mode as Jason.

**Big feet mode:** Win single player tournament mode as Balls Mahoney.

**Fat man mode:** Win single player tournament mode as Spike Dudley.

**Hangman mode:** Win single player tournament mode as Big Sal Graziano.

**Different chants:** Press Start after the fans are cheering and they will change their chant.

## Thrasher Skate & Destroy

**3X multiplier**

While running from a cop, mugger, or K-9, pull a trick and it will be tripled. Be sure to land it or you will get caught.

**Extra boards**

There are hidden deck graphics if you enter these names at the name entry screen:

**Rockstar deck:** enter "rockstar" as your name.

**Snowman deck:** using Axl enter "zaxis".

**Copenhagen deck:** using Cyrus enter "marduk".

**Have Bumble Bee suit**

Pick Roach without a hat and type "beesuitguy" for your name. His stats are super high so you can bust huge ollies and huge 540s.

**Unlock all levels**

To get all levels at the main menu press: Square, Triangle, L1, R2, Circle, X, Triangle, Right, Left and you should have all levels.





## Q Tips

Don't bother playing games **five times over** just to get **another costume** or open up a few tracks or **extra cars**, just write to **Uncle TS** and he'll give you the **cheats instead**. It'll save you **loads of hassle** in the long run. **Cheats're good**, mmm... kay.

### Insane Question of the Month

Some of the letters we get every month allow us a glimpse into the weird and wacky world of the PlayStation gamer. Check out this gem for a shining example of madness...

Dear TS

Can you please tell me which issue you covered the game with the taxis in it? Is it *Madness Taxi*? I do not know. This game looks great and big. Are there going to be other games like this on the dreamscape? Which cheats cartridges will work with it, game shark, explore. Please reply soon  
**Ahmed Rhameen**  
**Birmingham**

TS: We can only assume you are waffling on about the "Dreamscape" game *Crazy Taxi*, in which case you probably – no, definitely – want to be writing to a "Dreamscape" magazine. You can tell a "Dreamscape" magazine by the word "Dreamscape" on the cover and the total lack of the words 'PlayStation', 'PSX' or 'Station'. Bye.



### Short and Sweet

Dear TS

Are there any cheats to unlock all tracks and carts on *South Park Rally*?

John D.

Bradford

TS: No, unfortunately not John. To unlock all the cars and tracks you must first beat championship mode without using any tokens, and if you can do that you hardly need to unlock all the cars. Strange.



### Greedy

Dear TS

Do you have any cheats for *Tomb Raider 4*, *Speed Freaks* or *Destruction Derby 2*? If so, would you please send the cheats to my address as I don't buy every issue of TOTAL STATION.

Patrick Abbey  
**Ireland**

TS: Some people, eh? They want the moon on a stick. Well, we can't help you with *Speed Freaks*, but we certainly can with *TR4* and *Destruction Derby 2*. I hope this is enough for you, you greedy get.



### Tomb Raider 4

Level skip: Have Lara face exactly north. Go to 'Load', hold L1 + L2 + R1 + R2 + Up, then press Triangle. Close the inventory



screen to advance to the next level. All weapons: Have Lara face exactly north. Go to the large medipak, hold L1 + L2 + R1 + R2 + Up, then press Triangle. Unlimited items: Have Lara face exactly north. Go to the small medipak, hold L1 + L2 + R1 + R2 + Down, then press Triangle.

### Destruction Derby 2

Enter the following names at the Enter Name Screen.

All tracks and arenas: MACSrPOO

Animated Credits: CREDITZ!

Credits Video: TONYPARK

Invincible (in Wreckin' and Stock Car modes only): !DAMAGE!

### Prehistoric Problems

Dear TS

I am writing to say I am really stuck on *Dino Crisis* because I ran out of ammo before I've even got halfway through. I was wondering if you have a cheat for unlimited ammo, it would make the world of difference. Thanks very much.

Daniel Stephens  
**Somerset**

TS: Unfortunately there are no cheats for this terrific game – well, none that we can find anyway. If you can handle playing the first part through again, try to learn from your previous mistakes and keep your gunfire in check. There are numerous guides on the internet that



If you have a problem and no one else can help, who ya' gonna call?

You can contact us at:

Q&A Tips,  
Total Station,  
Units 1&2, Blenheim Court,  
Matford Business Park,  
Exeter, EX2 8PW

will tell you how to get the most out of the game.

### My Dad Says...

Dear TS

I am writing to see if there is any cheat for *Premier League Stars*. Also, I am gonna trade in *Men In Black* – could you give us some cheats for it? Me dad doesn't like it cause we're stuck on how to disarm the bomb at the very beginning. If you could give me cheats to both of these games I would be very grateful.

Sam Mosley  
**Scarborough**

TS: Unfortunately the only cheat we found for *FA Premier League Stars* is to get 500 stars with Watford. If this is any good to you, you're welcome to it. As for *Men in Black*, here is a very handy level skip so you don't need to worry about that pesky bomb anymore.

### FA Premier League Stars

Get 500 stars: Start a new season with Watford and enter you initials as WTF and you will automatically receive 500 stars

### Men in Black

Level skip: Press Left, Left, Right, Left, Right, Left, Left, Left Square at the options screen.

### North of Course

Dear TS

I have the game *Tomb Raider 4*, and I'm having a bit of trouble with the cheats you



gave in issue 52. You've got the full solution but I still can't get it to work. Is the north the red or the black point? Somebody wrote and asked how to get exactly North in issue 52, but you just made it even harder and it is really annoying. Please help.

**Alison Chubb**  
**Bodmin**

**TS:** Okay, for everybody who has written in complaining about this, here is the answer for the final time, in plain English. Walk up to a block and take a look at your compass. If the RED point is facing north, climb the block and perform the cheat as soon as you are standing at the top. If you are facing south, still climb the block, but use the flip roll as soon as you get up. Now use the cheat. If you are facing either east or west, you will need to move around the block so you are facing north or south. Red is the point you want to use to find the direction. Got that everybody and Alison? Good.

### Top Man

Dear TS

I have recently been playing *Wing Over*, *Wing Over 2*, *Air Combat* and *Air Combat 2*. As you can tell, I am well into flight simulators and hope to get *Eagle One* soon as well. The reason I am writing is to ask if you have any cheats for the game *Top Gun: Fire at Will*. I am finding it a lot harder than the other games and I am stuck on level 3 Cuba. Have you got any level passwords or cheats please?

**Marcus Adlin**  
**Dorset**

**TS:** Not only can we give you some level codes, we also have a handy 'no damage' cheat. Check this lot out.

### TopGun: Fire at Will

No Damage: When the mission loads, press Right, Left, Down, Up, Triangle, and X. You will hear someone say, "Yes sir, we're definitely underpaid."

#### Passwords:

Miramar 2 - 63631	Miramar 3 - 86023
Miramar 4 - 56141	Miramar 5 - 79523
Miramar 6 - 07631	Cuba 1 - 20123
Cuba 2 - 57131	Cuba 3 - 70613
Cuba 4 - 82123	Cuba 5 - 46464
Cuba 6 - 75623	Cuba 7 - 39964
Korea 1 - 26126	Korea 2 - 89464
Korea 3 - 91692	Korea 4 - 15084
Korea 5 - 84103	Korea 6 - 08584
Korea 7 - 77603	Korea 8 - 90194
Korea 9 - 28103	
Korea 10 - 41684	
Libya 1 - 78692	
Libya 2 - 91184	
Libya 3 - 48384	
Libya 4 - 02726	
Libya 5 - 31984	

Libya 6 - 94236    Libya 7 - 81484  
Libya 8 - 45726

### Get On! My Manor!

Dear TP,

I recently bought a copy of *GTA London* and am after some cheats for it. Hand 'em over or you're brown bread!

**Lee Jones**  
**Pudsey, Leeds**

**TP:** 'Ere you go guv'nor, cor luv' a duck etc.

#### Cheat Codes

Enter one of the following as player names at the character screen to activate the corresponding cheats. Use the rename command to enter multiple codes or to enter a regular name after all codes are entered:

#### HAROLDHAND

All levels, all weapons, 'Get Out of Jail Free' card, armour, co-ordinates, 9,999,990 points, 5 x multiplier, no cops, 99 lives.

#### GETCARTER

All levels, all weapons, 'Get Out of Jail Free' card, armour, co-ordinates, 5x multiplier, 99 lives, maximum wanted level.

#### TOOLEDUP

All weapons, 'Get Out of Jail Free' card, armour.

#### FREEMANS

All levels, all weapons, 'Get Out of Jail Free' card, armour, 5x multiplier.

#### DONTMESS

All weapons, 'Get Out of Jail Free' card, armour.

#### SORTED

All levels, all infinite weapons, 'Get Out of Jail Free' card, and armour.

#### RAZZLE

All levels.

#### READERWIFE

All levels.

#### MAYFAIR

London levels 1 and 2.

#### PENTHOUSE

London levels 1 through 3.

#### SIDEBURN

5x multiplier.

#### MCVICAR

99 lives.

#### BIGBEN

9,999,990 points.

#### SWEENEY

Co-ordinates.

#### OLDBILL

Maximum wanted level.

#### GRASS

No cops.

#### Crawl Under Fences:

Take a vehicle that you can crawl under and park it next to a fence. Go to the back and press **Ⓢ** to crawl under. Make sure you can get back though!



# Competition

## GTA 2 Guides up for grabs

Answer the mind numbingly easy question below for the chance to win.

**Q.** Which guide are you trying to win by entering this competition?

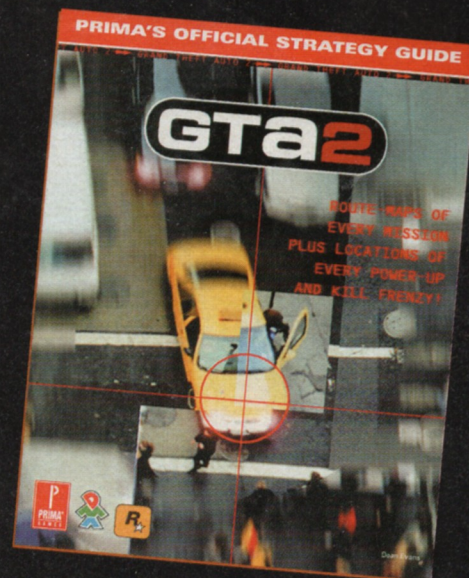
**A.**

a. GTA 2 Guide

b. GTA 2 Guide

c. GTA 2 Guide

For the chance to win a copy of Prima's Official GTA 2 guide book, simply send your name and address on a funny postcard to: Easy Peasy Prima Compo, TOTAL STATION, Units 1-2, Blenheim Court, Matford Business Park, Exeter, EX2 8PW



#### Terms and Conditions:

\*Please read the following carefully before entering the competition.

By entering the competition you are agreeing to be bound by the following terms and conditions: This competition is open to all residents in the UK. No responsibility will be accepted for entries lost or damaged in the post or insufficiently pre-stamped. Proof of posting will not be accepted as proof of delivery. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges will be final and binding and no correspondence will be entered into.





SOLUTION

# Rollcage 2

*Tyres burhing, metal twisting and windscreens smashing – three things you will experience if you think you are man enough to take on the challenge offered in Rollcage 2. But with a little help from our beginner's guide, even the wimps among you will be racing, blasting and jumping to victory in style.*



# CAMPAIGN 1 RACES

## TYPHOON LEAGUE

The Typhoon league is your basic starter league, comprising of some simple tracks that you should have no real trouble busting. Win every race and you will earn yourself a few nice motors to use in the next league.

### Full Force

This is a very easy track with no real obstacles except for a few rocks. This is a great place to learn how your car handles and how to use it to its full potential. The track is wide and you should find overtaking a doddle, except in the two small tunnels. Get to grips with the weapons available and first place beckons.

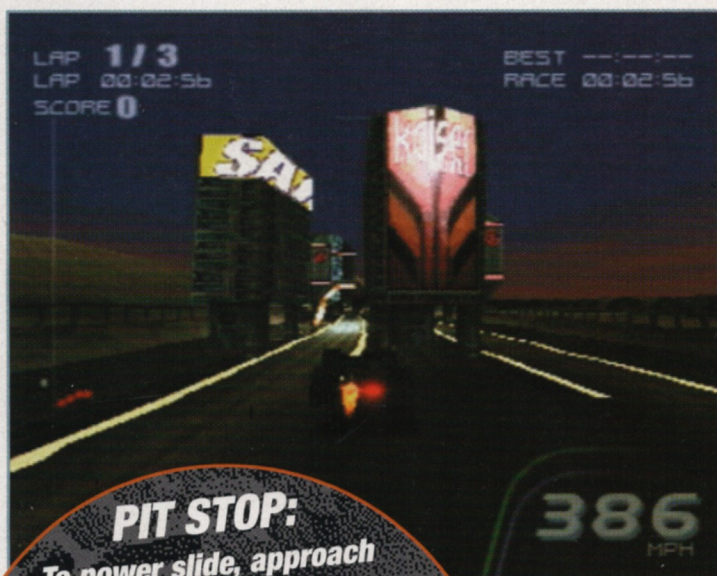
**Difficulty: Easy Peasy**



### Sentinel

Immediately after the start is a slightly tricky section containing some tall structures – these can be taken out by knocking out the two supports on either side, hopefully giving you a boost. The remainder of the course is fairly easy until you get to the obstacle-ridden final section. Again, these poles can be taken out by knocking away the two supports.

**Difficulty: Medium**



### PIT STOP:

To get the turbo start, accelerate just as the countdown reaches GO! Don't ram into Lenny or Leon though, as they'll make your life hell.

### PIT STOP:

To power slide, approach a corner at maximum speed. Hold the brake and turn into the corner until you start to skid, then quickly release the brake, back on with the power, and apply opposite lock. Different brake points and power points will apply to different surfaces. Practice is the key.

### PIT STOP:

Learn to control the power slides – this skill will help you get out of tricky skids.

## CAR CLASSES

To get the most out of a race you need to choose your car carefully. Here is a run-down of the cars that will be available by the end of the first campaign.

### Subsonic



#### Tiapan

A weak car both in terms of speed and protection. Refrain from using this unless you really don't want to win any races.



#### Blade

Another poorly powered car which needs loads of skill to get even a mediocre performance out of it.



#### Cutter

What this car lacks in speed, it more than makes up for it in grip. This allows you to save time on the corners and through tunnels.



#### Stinger

This is more like it – a decent turn of speed and plenty of power on top makes this the car of choice in the Subsonic class. Beware of the lack of grip, though.

### Vostok



#### Python

Almost no acceleration and top speed, the Python is the runt of the Vostok litter. But like a lot of runts, its tenacious grip makes it hard to ignore.



#### Raptor

A great all-round car which excels in being average. A good choice for the beginner who wants to mix it up with the big boys.



#### Reaper

Speed off of the line is the key element with this car. The grip is a bit of a worry, but it has enough strength to put up with a few bangs and scrapes.



#### Scorpion

Whoa! Now this is a fast car. The Scorpion is one of the last cars you earn, when you do you'll be winning races left right and centre. Just look out for total lack of defensive strength.



## TYPHOON LEAGUE CONT...

### Republic Loop

This is possibly the easiest track in the game if you have even the least control over your vehicle. The track is floating way above the ground, but even with the constant rain, you shouldn't even get near the edge, let alone go over it. The corners are banked to make them even easier than they would be if they were flat. If you can't win this race, give up.

**Difficulty: Simple**



### Knockout Race Deep Pressure

The basic premise of a knockout race is that the person in last place at the end of each lap is knocked out until there is only one (hopefully you) person left. Deep Pressure is set in underwater tunnels with almost no obstacles except some gas plumes near the finish line which will freeze your tyres for a limited time. There is no way to crash out of the track and you can drive on the walls and ceilings for most of the race, giving you ample excuse to floor it.

**Difficulty: Doddle**



## HURRICANE LEAGUE

Successfully win the Typhoon Knockout and you will open up the altogether harder and faster Hurricane league. It is a good idea to look at your selection of cars and choose a faster model because the computer has certainly done the same.

### Mt Sara

Set on an asteroid, Mt Sara is a tricky, rock-strewn track that requires concentration and skill to win. There are plenty of roadside, as well as track, obstacles for you to avoid/crash into and the added pressure of a trip into space if you overshoot one of the sharp corners. There is one shortcut which shortens the second tunnel, but the advantage is negligible. To reach it you need to approach the tunnel from the left side and hit the hidden ramp to send you into the narrow side tunnel.

**Difficulty: Tricky**



### Powersurge

This track belongs in the Typhoon league rather than in the supposedly tougher Hurricane class. It is ludicrously simple due to its banked corners and relaxed layout, and the only obstacle is the long jump at the end of the track. Saying that, the jump can be avoided once you know it is coming, so scrap the last comment. There are a couple of spots where lightning hits the track, but this will only slow you down at worst. Floor it and get ready to win.

**Difficulty: Child's play**



**PIT STOP:**  
Take out tricky buildings that hinder your racing line.

### Renegade

This is a purpose built race track which would be very tricky at higher speeds, but luckily the cars available to you are not that fast. The first long tunnel hides a shortcut on the right-hand side which can be very handy once you have learnt its twists and turns. There are a few track obstacles to slow you down, but the abundance of turbo pads should bring your speed right back up. Try this track later on when you have a faster motor and the thrills are increased tenfold.

**Difficulty: Medium**



### Knockout Race Furnace

This desert track is made up of narrow, rocky canyons filled with rocks and other debris. There is one alternative route, accessed by taking a higher track, which is marginally faster than the main track if you know its twists and turns. Watch out for the jump leading into the last canyon which can send you into the wall if you don't catch it right. This is another simple knockout race that should offer someone of your newly acquired experience. No real problems.

**Difficulty: Easy**



**PIT STOP:**  
Sounds obvious, but remember which buildings you've taken out; you want the rubble to hinder the other cars, not yourself.





## Richter



### Viking

Unlike the Norse warriors it is named after, the Viking is extremely weak and underpowered. Its insane grip is no real consolation to the speed addicts among you.



### Phoenix

With a little bit more acceleration, this would be an awesome car, but sadly it is so slow off of the mark that you need to avoid any bumps or you lose too much time.



### Claw Fist

The Claw Fist's lack of weapon power is no real loss to a car that will obliterate most of the competition. A skilled driver is needed to make the most of this beast.

### Hawk

Psychopaths and speed freaks only need apply for this driving experience, as the total lack of grip makes for some interesting cornering. Great top speed, though. Floor it, my boy.

## Unity



### Panther

The unity class is by far the best class of them all. Sadly, it is let down by this underpowered reject. Not quite the majestic beast it is named after.



### Cougar

The cougar is an awesome all-round car with plenty of speed and power, only its lack of a full weapons list lets it down. Shame.



### Black widow

One of the last cars earned, the black widow is a mean green speed machine, let down slightly by underpowered acceleration and mediocre top speed. It's still better than the Panther.



### Wolf

Simply the best car you will earn in this set of races, the Wolf is an all-round killer and is great for going back and winning those races you lost in the early days.



**PIT STOP:**  
Take out the competition by ramming. Easy if you have a shield. If not, then try nudging the back wheels of one of the other cars. Great technique for spinning the competition out.

**PIT STOP:**  
Tap the accelerator to manoeuvre out of confined spots.

## TORNADO LEAGUE

This is where it starts to get really challenging. The opponents are smarter and more aggressive, and the tracks make for some interesting driving tactics. You will need to concentrate on battle points as well as race points for this league – not essential to winning, but they do help and will help you ready yourself for the final league.

### The Helix

This floating track is deceptively hard to the ill prepared, so don't treat this like the others in its style. The track heads straight into a tunnel from the start, and, as it opens back out, splits into two routes. The left route is crammed with turbo pads, while the right route is stuffed with weapons. The next sweeping bend leads into a narrow tunnel and out into a banked right-hand bend. This is where the rain will affect you the most. As the track straightens out, hammer it to the finish.

Difficulty: Medium/Hard



**PIT STOP:**  
Don't hoard weapons in the early stages of a race. Balance is the key.



## TORNADO LEAGUE CONT...

### Archipelago

Fancy a day at the beach? Well this coastal track leaves no time for sight seeing as it twists its way along the waters edge. Speed is most definitely a killer on this track as the road undulates like a snake with a broken back and will have you flying into the numerous trees if you aren't careful. The tunnel offers an alternative route, which is not much quicker, but stuffed with weapons. Once back outside, the road splits again. The right-hand route offers more weapons at the cost of speed, whilst the left route can gain you precious seconds as you approach the finish line. Watch out for the small split right at the end of the race and the driving rain.

**Difficulty:** Tricky at speed



### Knockout Race Impact

A tough track laid out on a meteor, Impact holds plenty of surprises for the unwary racer. The fast first straight leads to a jump over a huge molten rock - hit the turbo pad if you don't want burned tyres. Go wide into the tunnel that follows and slow as you exit to avoid falling off the edge of the track as it narrows around the left-hand bend. You can use the left-hand wall to get a bit of extra speed, but it can be dangerous if you are an unsteady driver. Head into the next tunnel and floor it right through and over the finish line.

**PIT STOP:**  
Try to save one good weapon for the final lap. A time warp when you're leading is priceless. A leader missile when you're in second almost guarantees a win.



### Knockdown

Probably the easiest track in this league due to the mighty shortcut which the computer never seems to use. You start the race hurtling into a narrow canyon filled with rocks and other debris. If you are in the lead at this point it will be up to you to smash through the fences which

follow. This is no bad thing as it gives you points without slowing you down to any great degree. You can also take out the various buildings by knocking away the supports. After this, get ready for the shortcut on the left as you enter the next canyon. If you miss the shortcut you can make up time by hitting all of the turbo pads that lay around the sweeping bend. Hit the jump just before the finish line to pick up some more weapons and repeat to finish.

**Difficulty:** Medium

**PIT STOP:**  
Drillers can also be used for taking out wormholes. But then you may want to use it AFTER you've gone through!

**PIT STOP:**  
You only have one type of brake, and that's a handbrake! If you brake hard you WILL skew left or right depending on the camber of the road. To counter this, use the engine to slow you down and dab the brake. Or, for the more experienced, brake hard and apply opposite lock to the direction you are skewing.

## WEAPONS

In total there are twelve weapons in *Rollcage Stage II* compared to eight in the original game. A major feature of *Rollcage Stage II* is that each weapon has a powering capability. If you collect two weapons of the same type, the two weapon icons will merge and give you a super version of that weapon. Handily, this frees up a weapon slot so you can collect another weapon.

### Mini Rockets

The same gameplay as the original LockOnMissile. Fire once and several little rockets shoot out from the car in quick succession.

As in the original game, the player can target other cars by pressing up on the Directional Buttons.

#### Powered up Mini Rockets:

As above but you can now target enemy cars behind you (by pressing the down Directional Button) as well as buildings. However, the lock-on is slow to take effect, so players will need to be looking backwards for a while before they get the lock-on.



### Chain Gun

Fire once and 100 rounds are shot off directly ahead of the car. On impact with another car, that car is buffeted from the impact point, pushing its wheels off the ground, thus making it very difficult to corner. It will also slow the target car down a little so that it is also of some use on the straight.

#### Powered up Chain Gun:

Green bullets do more damage, and the weapon also lasts longer. However, the weapon's biggest advantage is that it will track the target car, making aiming a thing of the past.



### Driller Rocket

The rocket we know and love that drills through everything letting nothing get in the way. Take out three cars and a building and send rubble flying with one well-aimed shot. It is also perfect for those races with no edges, as knocking someone off the edge will lose them a whole lot of time.

#### Powered up Driller Rocket:

Fire once to send out a double-driller. Two sets of rockets hurtling down the track causing no end of destruction. Also, by pressing the down directional button, the player will be able to fire the Driller Rocket backwards.





## CYCLONE LEAGUE

This is the real challenge. Now you will find out if you are man enough to take on the second campaign. Each of the four races in this league are tough. You will need the best cars you can muster and the best skill from all those you have thus learned. Winning these races will earn you some great cars and other options.

### IDA 447

The first Cyclone track, set on a meteorite, is tricky both in terms of obstacles and the lack of sides to the track. The tunnels are narrow and filled with obstacles and sharp corners. Weapon distribution is set so that battles tend to take place in confined spaces or on the edge of the track. Your best bet here is to do as much battle damage as you can and try for second or third race position. This way you may just scrape in with first place overall.

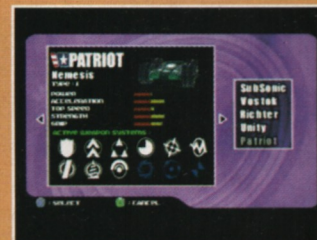
Difficulty: Hard



## CAR CLASSES

To get the most out of a race you need to choose your car carefully. Here is a run down of the cars that will be available by the end of the first campaign.

### Patriot



### Knight

Superb grip and power, marred by lacklustre acceleration, top speed and strength. Good for beginners and no one else.

### Nemesis

An average car, nothing more, nothing less. More than man enough for the first two leagues, but after that you will find it lacking in raw power.



### Viper

Another average car with less than average acceleration. Be sure not to hit too many obstacles if this is your car of choice.

### Cobra

Great grip and top speed makes this a great choice for the floating tracks where you can really put your foot down. No good for playing catch up, though.

## LaserBlades

Fire this weapon and lethal spikes emerge from the hub of each wheel, and an electrical laser beam shoots out of these spikes (a set distance). Any wheel from a car that the beam touches turns instantly to ice. The unfortunate recipient must try to stay on course until that tyre thaws.

### Powered up LaserBlades:

This is a combination of the LaserBlades and a Turbo boost. Line up some cars ahead, fire this, and sweep by at maximum speed taking them all out one by one.



## Time Warp

This time around the time warp has a range. Cars in front of you are slowed dependant on distance from you. The ones behind aren't affected. This is a perfect weapon for using in conjunction with a turbo.

### Powered up Time Warp

Like the original Time Warp. You slow time for everyone in the race except yourself. Remember that if you use another single time warp while this one is still in action, the second time warp will cancel the double and waste a perfectly good power-up.



## Leader Missile

Shoot this and wait for the leader to be taken out. Much the same as in the original. As in the original, the leaders HUD flashes and there is an audio clue. In addition to this, the leader also has a distance meter added to his HUD, telling him how far away the leader missile actually is!

### Powered up Leader Missile

How about two leader missiles? Twice the carnage. The first one takes out the leader's shield, then the second one blasts him...





## CYCLONE LEAGUE CONT...

### Angel City

This purpose built race track is one of the hardest tracks to conquer due to the plethora of obstacles, tunnels and sharp corners. It also seems that the other racers are going all out to win rather than putting in their usual lacklustre performances. The key is to use all of the turbo pads you can find and constantly batter anyone who gets in your way. On the upside, at least you can't be blown off of the track so a bit of crazy driving, a good car and a little bit of luck will see you claiming the top prize.

**Difficulty:** Hard



### Port Isaac

You start this coastal track by the sea but quickly enter narrow tunnels that take you under it. Although the tunnels are narrow, you can really build up speed due to the fact that you can drive on the walls and ceiling. Swing out wide on all the corners and you will most likely hit the majority of the turbo pads, giving you even more of an advantage.

As you leave the tunnels, there is a wide section flanked by buildings that you can destroy for more points and a bit of a boost if you time it right. The track then splits, with the top route offering weapons at the cost of speed and the lower route giving you a more direct and faster path. One more tight corner and the finish is in sight.

**Difficulty:** Tricky, but fast



### PIT STOP:

After a car goes into your worm hole you have control of their car for a few seconds. Their steering matches yours. Steer them into a wall. Watch out for this if you get caught in one.

### PIT STOP:

Take out floating billboards. If you get the timing right their explosion force will give you a nice little boost.

### Knockout Race Scramble

Simply the coolest track in this set of races, Scramble lets you really use the walls and ceiling to their best advantage. Although set on a floating track, this race is a total buzz from start to finish if you take note of all the shortcuts. You can of, course, race normally. The experience is less fun, but it is still a good track. The corners are wide but still offer a challenge due to the sharpness of them, and the turbo pads are placed to make jumps out of the smallest rise in track. The best advice we can give is to use the walls to a large degree and let your car go with the flow of the track layout.

**Difficulty:** Hard



### PIT STOP:

If you have a leader missile after you but no shield for protection, then you can fire a Driller to take it out. Wait until the leader missile overtakes you and then aim the Driller at it just as it heads back for the kill.

## WEAPONS CONTINUED...

### Worm Hole

Fire this and a worm hole rips into existence in front of your car. This time, though, you drive through and come out in front of the car that is in the position ahead of you. That's not all, though – the worm hole you fire stays on track for a while, letting others use it and drop in front of you!

#### Powered up Worm Hole

For each worm hole the player collects he jumps forward a position. For example, if he collects three worm holes, he can jump from 6th to 3rd.



### Radius Bomb

Generate a massive explosion from your car that pops all those around you into the air. You don't want to be close to someone who has this. The closer you are, the higher you fly. This has a ranged effect. The Radius bomb takes a while to warm up, during which time there is a distinctive sound and a graphical effect.

#### Powered up Radius Bomb

When doubled, the Radius Bomb has a bigger radius, has a greater powered explosion, and is louder. Takes longer to warm up, though



### Turbo

Press the button, go faster. Tap the fire button, go even faster. As in the original.

#### Powered up Turbo

Press the button, go even faster. The same double turbos as in the original.





## COOL COMBINATIONS



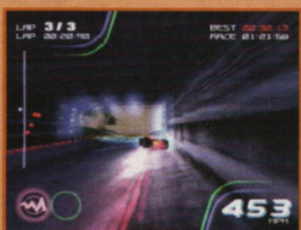
Two weapons are better than one. Some combinations can do some really cool things.

Fire two turbos at once for a super turbo. For ultimate effect, fire them on a ramp...



Fire a worm hole and a rocket one after the other in quick succession and you can send the rocket up your own bottom and get a MASSIVE speed boost!

Turbo and Time Warp together is the ultimate overtaking combo.



Two leader missiles almost guarantees to take out the leader. One for his shield and the second for him. If he manages to Driller them then he deserves to win and you are NOT worthy.



**PIT STOP:**  
If someone else uses the Timewarp then try to get to a speed pad and let go of the accelerator. You'll be on it for ages and the speed boost will be awesome. Just make sure you're prepared for when the Timewarp wears off!

### Shield

A shield that protects the car for a number of impacts. It also reduces the effect when the car is rammed by another vehicle. This is the only weapon which is not time-based and will stay with you as long as you remain unscathed.

#### Powered up Shield

Makes the car invisible. Nothing can target you while you have this. Leader missiles lose their lock and fly right on by or explode. Only lasts for one hit with anything. Shame, because when active the car is shrouded in a 'Predator' type effect.



### Tazer Ram

Fire this and sparks of incandescent lighting will surround your car. You are now ready to do some damage. Hit another car and send it skyward. Used together with a turbo, this weapon can be a godsend on the last lap.

#### Powered up Tazer Ram

Twice the Tazer Ram with a tractor beam to bring those pesky cars within range. Just watch those careless fools leaving the track left, right and centre as you drive on by. Use to great effect in tunnels and narrow canyons



### Stasis Beam

A blindingly fast laser streaks from the front of your car until it hits an indestructible object. Any car that the beam touches is blown into the air where it is put into stasis. While in stasis it can still be hit with missiles etc. If you hold the fire button while it charges you can determine when it fires by releasing the button.

#### Powered up Stasis Beam

By pressing the down Direction Button, the player is able to fire the stasis beam backwards, making the Stasis beam akin to a bean powered fart.







# SOLUTION



# *Metal Gear Solid*

*Undeniably one of the best games on the PlayStation, Metal Gear Solid has finally made it on to Platinum. So we figure that all you bargain hunters out there are going to need a guide.*



## Mission Guide

*It may not be the biggest game in the world, but it can definitely be one of the trickiest. Fear not, TS is here to guide you through this latest Platinum title.*

### Dock

The game starts with Snake climbing out of the water and taking off some of his gear. Answer the call from Roy Campbell and listen to what he says. Head down the steps into the water and collect the ration from behind the barrel. Return up the steps and crawl under the pipe to the left of the water tank. To the far right of here is another ration, but you don't need to collect it. Now head over to the lift, dodging the guards wandering around.

**Ration:** The most essential item in Snake's inventory, the ration restores much needed health. With the ration selected, your health is automatically replenished when it depletes.

### Heliport

Once the cut scene finishes, go to the left and collect the ration from the clifftop if you need it. Head towards the helipad in the centre and stand just outside the range of the spotlights. Run into the centre without the spotlights catching you, collect the chaff grenades and run back. Go to the left and stand below the camera. Crawl around to the left and pick up the stun grenades.

Return to the main yard and head up-screen. Jump into the back of the truck and pick up the Socom pistol. You have two choices – either head for the lower vent duct (tricky) or the upper vent duct (easier) on the walkway above.

The lower vent duct is situated just in front of the truck but is guarded by a sleeping guard. Stick to the wall behind him and sidestep past, crouch, then crawl in.

If you want to take the other route, go back to where you started the level. Go to the right and up onto the snowy area. Go up and you will find a row of vents. Run up the right-hand side and stop at the third one. Pick up the ration if you so require and wait for the guard



to pass. Quickly run upwards as he spots your footprints and follows you. Get under the camera by the stairs, then make your way up. Stop on the second flight as there's sometimes a guard on the walkway above. Make a run for the vent duct when the guard goes to the far end.

### Tank Hangar

#### Upper Vent Duct

Answer the call from Miller, then continue through the duct. When you reach a grating you'll see a short cut scene. Keep crawling through the vent and you come to an opening. Collect the ration if you need it, or just press the action button to drop down. Answer the call from Campbell when you get onto the walkway. Go to the left and pick up the chaff grenades if you want, then go to the right.

Dodge the camera's view and enter the room on the right. There's another camera here. Avoid being spotted and



collect the thermal goggles. Go back out to the walkway and follow it along to the end. Use a chaff grenade to blind the camera, then go halfway down the steps. When the coast is clear, go down to the Hanger Floor.

**Blind Cameras:** Camera and wall mounted guns have a blind spot directly beneath them. Stand below and they can't see you.

#### Lower Vent Duct

At the split, go to the left if you need a ration – if not, take the right-hand route. You get a call from Miller. He says a few words about the mice in the duct. Follow the mice through the water up ahead and continue to the end. Wait if a guard is nearby, then crawl out onto the Hanger Floor.

#### Hanger Floor

Find the elevator and collect the Socom bullets from the left. Activate the



CG Artists  
Yoshiteru Kobayashi

## PHONE BOOK

During the game you will need to contact several different people using your comm-link. Here are the radio frequencies of all eight contacts.

Roy Campbell and Naomi Hunter  
Frequency 140.85  
Mei Ling  
Frequency 140.96



Master Miller  
Frequency 141.80  
Otacon  
Frequency 141.12  
Meryl  
Frequency 140.15



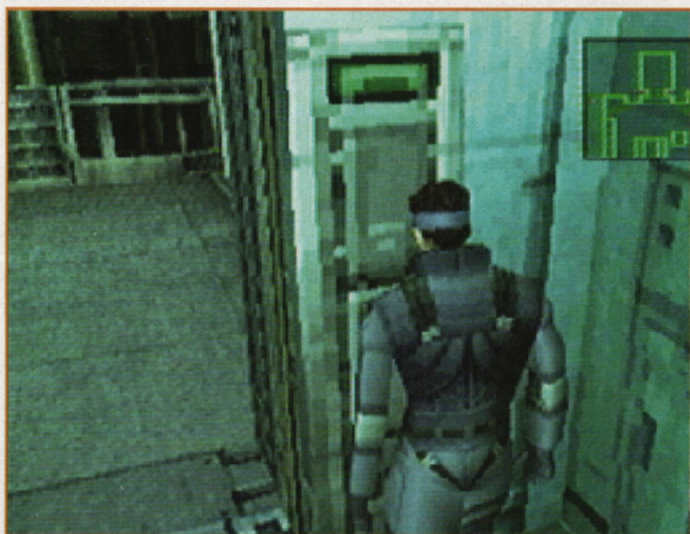
Natasha  
Frequency 141.52



Deepthroat  
Frequency 140.48







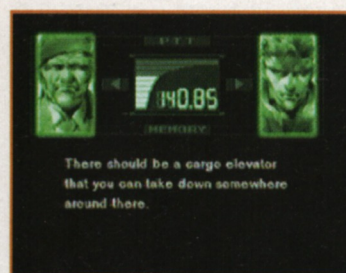
elevator by pressing the action button. It may take a few seconds to arrive. If you have to, move away to avoid the guards and then return. If you miss the elevator, don't worry because it opens immediately when you activate it again. Jump in and go to the panel in the bottom left corner. Press action and select floor B1.

## Cell B1

As soon as you get out of the lift, answer the call from Mei Ling. Head down the corridor and climb the ladder at the end. Crawl through the duct and you drop into the cell below. You now get a lengthy cut scene with the Chief of DARPA, during which he gives you a PAN card. When the scene ends, pick up the ration under the bed if you need it, then go out through the door when it opens. You now get another shorter cut scene.

Be prepared – immediately after the cut scene you have to fight the guards that rush through the door. The guards come in waves of three and drop plenty of rations and ammo. After the first wave, Meryl helps you out by going nuts and killing the guards in a mad frenzy. Go to the top right corner as the guards will throw grenades – you'll be safe there. After the guards are dead you get another cut scene, during which you see Psycho Mantis for the first time.

Go to the elevator and head up to the tank hanger on Level 1 again. Walk



There should be a cargo elevator that you can take down somewhere around there.



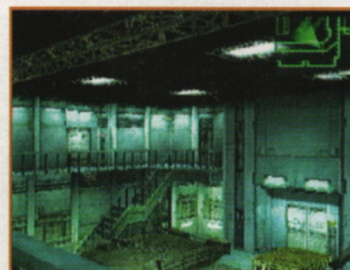
out of the lift and go along the wall to the right. Equip yourself with the PAN card and the door at the far side will open as you approach it. Crouch by one of the crates and the guard won't see you. Creep up behind and strangle him quietly. Pick up the ration and Socom Suppressor, then go back to the lift. Head down to Level B2.

## Meryl exercising in her underwear:

When crawling through the duct in the cells, look down through the first grate to see Meryl exercising. Go back out and down the ladder, then re-enter to see her doing another routine. Keep doing this and eventually you'll find her in her undies!

## Armoury B2

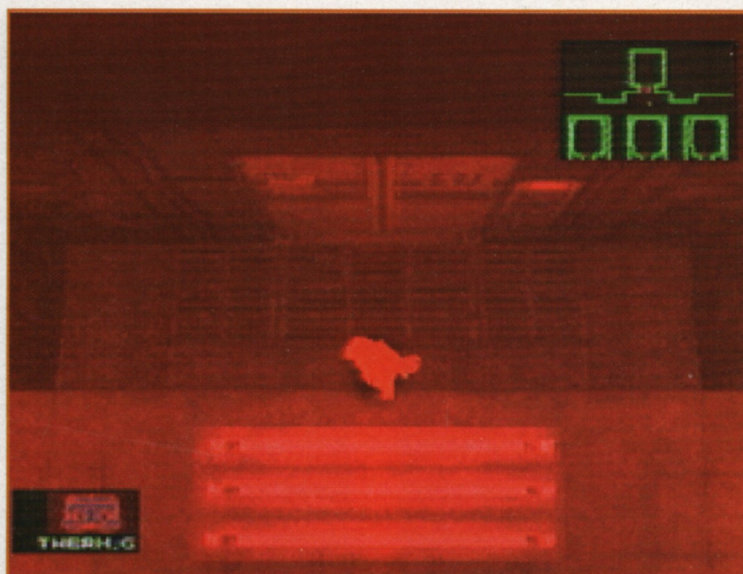
In the area ahead are a number of trap doors. Equip yourself with the thermal goggles to see them. Go to the door of



the room directly in front of the lift and equip Snake with the Level 1 PAN card. Enter the room and pick up the C4 crates, then exit. Use the goggles again and go to the bottom left corner of the main room. Place one of the blocks of C4 right in the corner, retire to a safe distance and detonate it. Go back to the lift and head up to Level B1, return back to B2 and the C4 crates will have reappeared. Pick up the C4 and go through the gap in the wall you've created.

Go down the corridor until the concrete floor ends. Stick some C4 on the grey section of wall to the right and blast it. Enter the hole and place more C4 at the end. Place another slab of C4 on the top wall where it looks like it's been cemented over and blast the two walls open.

If you don't have plenty of ammo and rations, enter the wall to the right. If you do, then skip this section. Enter the room to the right and collect the ration at the bottom and C4 at the top. Watch







out for the automatic guns as they can still track you. When you're ready, go back and enter the other room.

When you go through the other gap you find Kenneth Baker tied up. All around the room are tripwires connected to C4. Revolver Ocelot makes an appearance and it's time to fight.

## Revolver Ocelot

Revolver is very skilled at aiming and can even ricochet his bullets off the walls. Keep moving about, but not in a predictable manner or you'll be a sitting duck out there. At the top of the screen you can see how many bullets Revolver has left. When he's run out, take aim and fire at him. When he's been shot you have to wait a short while before you can have another go, so don't waste ammo. It doesn't take too many shots to defeat Revolver, and when you do you get a long cut scene with an appearance of a strange Ninja.

You now have the level 2 PAN card so you can get tooled right up in the



armoury. Exit from here via the hole in the wall at the bottom and head back to the room with the trap doors and visit all of the rooms along the bottom. Take care as guards are now patrolling this area. Also, when you enter the room in the bottom right corner, use the thermal goggles and crawl under the lasers to avoid detection. Make sure you pick up the FA-MAS Assault Rifle from here. When you're done, take the elevator up to Level 1.

## Tank Hangar

Head up the steps next to the elevator. Use a chaff grenade to blind the camera at the top. Enter the first room along to the left and you will find a cardboard box and some more chaff grenades. Exit the room and head along the walkway to the left. You need to reach



**Annoy Mei Ling:** Keep calling Mei Ling and she gets rather peeved. Keep doing it and she'll poke her tongue out.

the room at the end, but it's guarded. Get the Socom out and wait for the guard to walk away from you, then run up behind him and shoot him at close range. Avoid the camera, collect the Socom rounds and enter the room.

As soon as you go through the gate, answer the call from Meryl. Equip yourself with the thermal goggles and you will see the infra-red laser beams. Carefully dodge the beams and head for the far end. Once past the beams, equip the Level 2 PAN card to open the gate.

Pick up the mine detector and the ration. Stand next to the computer



## EQUIPMENT

### Ration

The most essential item in Snake's inventory, the ration restores much needed health. With the ration selected, your health is automatically replenished when it depletes.

Location – All over the place.

### Scope

A powerful set of binoculars for checking out the terrain up ahead. Zoom in and out with O and X.

Location – You start with it.

### Night Vision Goggles

Turns night into day by intensifying the smallest amount of light. Not essential, but they do make it easier to get through the dog caves later in the game.

Location – Level B2 of the nuke building, in the top right-hand room in the office below the generator.

### Thermal Goggles

Show up heat sources and can even reveal someone using a stealth device. Also can be used to show the position of claymore mines and infra-red laser beams.

Location – On the upper level of the tank hangar.

### PAN Card

A security card which 'uses the salts in the body as a transmission media', apparently. In simple terms, it opens doors for you. The level of security restricts you to opening doors displaying an equal or lower number.

Location – Given to you by the DARPA chief, but you obtain more cards as you progress.

### PAL Key

The key needed to de-activate the nuke device on Metal Gear Rex. The key is in

fact three keys in one. It has a different form at low, high and room temperature. Location – Given to you by Meryl.

### Gas Mask

As you'd expect, the gas mask protects you from harmful gases. It's worth noting that the mask doesn't completely stop the gases' effects but merely slows them. Location – Middle right room of the gas-filled corridor (where the floor is electrified).

### Mine Detector

If your radar isn't being jammed, then you can use this to show up the mines and the direction in which their sensors are pointing. The mine detector is also used later in the game to pick up the PAL card dropped by Snake.

Location – The computer room in the tank hangar.





(look for the red dot on the radar) and use your radio. Set the frequency to 140.15 to contact Meryl. After Snake and Meryl have had a chat, use the radio again and set it to 141.52. Have a natter with Natasha then leave the room. Go down to the hanger floor and wait around by the large gate to the right of the elevator. You get a call from Meryl and she opens the gate.

## Vulcan Raven

You may have noticed one of the tanks was missing from the hanger – well, it's out here and you have to fight it. Move ahead a little way and take the call from Deepthroat. Equip yourself with the mine detector and collect the ration from behind the rock to the left if needed. Head upscreen and Vulcan Raven appears in his tank.

Head up the right-hand side of the area and grab as many grenades as you



can. Watch out for the machine gun fire! Don't stop or you'll get hit. Get close to the tank and throw a grenade. You need to get it to land on the top near the gunner. If you need it, there's another ration behind the pipes at the top. Hit the gunner with a few grenades and he'll be thrown clear of the tank. Cue another cut scene!

## Nuke Building

Go up the steps to the left and collect the ration at the end. Go back and head down the main ramp to the gate at the bottom. Crawl under the gate when the coast is clear and go to the left. Keep going to the far corner and pick up the grenades. Be careful in here – if you're spotted, poison gas is released.

Go up the steps and wait for the guard to walk away if he's nearby. Go



along the walkway and call the lift. Take the elevator down to the offices on floor B1.

Whilst in the lift, equip with the Level 3 PAN card. Exit and go through the door opposite the lift. Go to the centre of the room and pick up the Socom ammo. Watch out for the guard patrolling. Nip up the steps to the right and enter the office. Collect the Nikita missile launcher and missiles. Now go back to the elevator and head down a floor to B2.

Go down and enter the airlock just below to the left. When you get out of the airlock, collect the call from Deepthroat. You have to destroy the generator using the Nikita missile. Equip the Nikita and fire a missile straight down the screen. Direct it left at the end of the corridor and through the door. Go up and through the door



## EQUIPMENT CONTINUED...

### Cigs

A seemingly pointless item, but it can in fact show up infra-red laser beams. Of course, smoking is harmful, and Snake's health will slowly fall whilst he's puffing away. Remember that kiddies!

Location – You start with them.

### Ketchup

An item of apparent uselessness. But equip Snake with it when he's in the medi-room, then lay on the floor when the guard goes to the bog. When the guard returns, he thinks Snake's killed himself and opens the cell door.

Location – Given to you by Otacon when he visits you in the medi-room.

### Time Bomb

At some point in the game Snake will pick up a time bomb. The bomb explodes when the timer reaches zero, so get rid of it

quick. Select the bomb and press O to chuck it.

Location – Picked up when retrieving Snake's items after escaping from the medical room. Also can be found in Rex's hanger when looking for the PAL key.

### Sniper Wolf's Handkerchief

Equip Snake with this and the dogs in the cave will love him – no more bitten ankles! Or you can give Meryl a kick and let the doggies pee on the box you hide under.

Location – Given to you by Otacon when he visits you in the medi-room. And you thought it was useless, didn't you?

### Diazepam

Diazepam, although it sounds like a cake topping, is a drug which calms the nerves. Use a shot of this when using the PSG-1 sniper rifle to make aiming a doddle.

Location – The first place you can find this item is in the bottom left office of the room below the lift on Level B1 of the nuke building.

### Medicine

If Snake gets a cold then you need to take some medicine to cure the noisy sneezing or risk alerting the nasty, trigger happy, gun toting guards.

Location – The room just above the office where you first find the diazepam.

### Camera

Take pictures of anything and wherever you like, save them to memory card (two blocks for each piccy) and view them later. Serves no real beneficial purpose, unless of course you are on a ghost hunt!

Location – A room adjoining the secret corridor along from where you fight Ocelot. Requires a Level 5 PAN card.

### Rope

Used by Snake to escape down the side of comm tower A, but not much else unfortunately. Hmm... handy.

Location – Found at the bottom of comm tower A before climbing stairway.

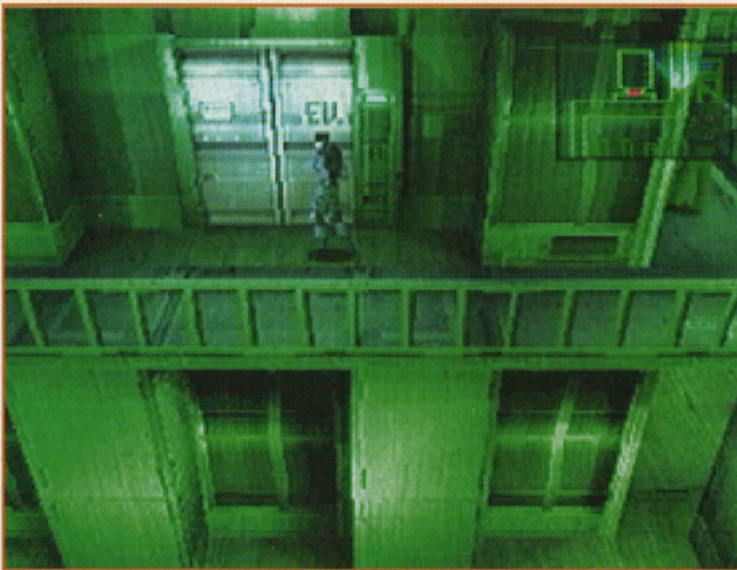
### Cardboard Boxes

Get inside a box and the guards will just wander past, oblivious to your presence. Move and the game is up for poor old Snake. It's only the dogs that aren't fooled by this camouflage (unless the box smells a little bit nasty).

Location – Box A: The room at the top of the steps next to the lift in the tank hanger level 1.

Box B: Top left office of the room opposite the lift on Level B1 of the nuke building. Box C: Found at the large building by the snowfield where you must defeat Sniper Wolf for the second time.





in the top left corner. Immediately go right and through the door, then upwards to the generator.

Go back through the airlock and get some air. Go back to the gas-filled corridor and head downwards. Enter the first room and collect the ration. Exit and enter the bottom room on the right. Pick up the gas mask while avoiding the gun. Equip the gas mask

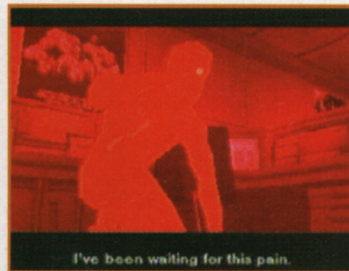
**Fun Guard Deaths:** Rather than just being boring and shooting the guards, try these amusing methods:

1. Plonk a C4 block on their back.
2. Chuck them off the stairway.
3. Throw them in the lava.
4. Place a mine in their path.

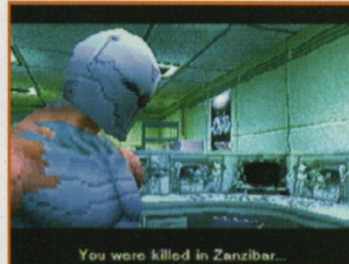


and go to the left at the end of the corridor. Avoid the guns and enter the second office on the right using the PAN card. Collect the C4 and grenades from the room. Go into the next room up and pick up the Nikita missiles. Now go to the generator room and pick up the chaff grenades and ration.

Go back and get some air, then re-enter the corridor. This time, go right at the bottom and through the door. Go through to the right, then up. You will now get a short cut scene. Follow the carnage and go through the door that you see the ninja passing through. After the cut scene you must fight the Cyborg Ninja.



I've been waiting for this pain.



You were killed in Zanzibar...

## Cyborg Ninja

After seeing what the ninja did to the guards outside you'd think he would be a worthy foe for Snake, but in reality he's quite easy to beat. To start with, keep your distance and bait him into using flip kicks and keep out of sword range. Make sure you get out the way of his feet, then dive in with a combo of punches and kicks when he stops. Get clear when he rises up and slams down, as this attack is damaging but leaves him vulnerable just after landing. If you need it, there's a ration over to the left in the glassed area.

After a while, the ninja will sheath his sword and take you on hand-to-hand. Just keep using the same method as before, but you don't have to worry about the sword now. When the ninja is down to about half energy, he starts using his stealth suit and will teleport about the place. Use the infra-red goggles to reveal his position. Either get him when he's hiding or wait. When he approaches, turn to face him and lash out when he gets close. After each burst of hits he teleports again.

When nearing defeat, the ninja changes strategy again. This time he walks right up to you and teleports when you strike out. When he gets close, punch him once, then run towards him. He teleports and throws a punch himself, so rush in with the old 1-2-3 combo. Now just repeat the process.

When the ninja's run out of energy, get away from him. He starts to glow and freaks out. Just use the Socom and shoot him a few times to win the bout.

After the fight you get a long cut scene with Dr. Otacon. He gives you the Level 4 PAN card. Collect any ammo and other items in the office, then leave. Head back through the corridors to the gas-filled room just before the generator room.



Hall Emmett (Christopher Miller)

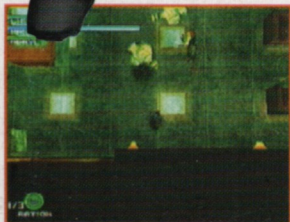
I heard about you from Meryl.







Avoid the guns as before and enter the top room in the office along to the left, pick up the night vision goggles and head back towards the airlock. Enter the second room on the right in the main corridor and pick up the stun grenades. Use your Comec and call Dr. Otacon on 141.12. Head back to the elevator and go to floor B1. Enter the large room opposite the lift and enter the room in the bottom right corner. Pick up the FA-MAS ammo and the ration. Go into the room in the top left corner and pick up the cardboard box. One of the guards in this area is Meryl – look for the guard that wiggles their butt and that's her. Sneak up behind her and chuck her to the floor. Quickly hide in one of the side rooms and she runs off. Meryl heads for the restroom to the right of the elevator. Exit the room and enter the restroom. Look in the far cubical and you'll find a uniform. You hear Meryl's voice and a cut scene kicks in.



## Psycho Mantis

Get out of the restroom and follow Meryl. Go into the room opposite the lift again and go into the side offices to collect the various ammo, rations and the diazepam. Exit the room and go up the corridor to the left. Open the door and enter the room. After a brief cut scene, Meryl is being controlled by



Psycho Mantis. Use punches and kicks to knock her out, but be quick or she will shoot you. Once Meryl's disabled, you face Psycho Mantis. This guy can read your mind, so to counter this (this isn't a joke!) take your pad out of control port one and put it in port two – now he won't know what your doing!

Psycho has a number different attacks which he cycles through:

1. Discs - He throws partially invisible discs at you then moves to a new position. Use the infra-red goggles to see where he is then quickly run and land a punch before he throws a disc.
2. Chairs - Next he levitates three chairs and makes them spin around himself. Simply stay back in a corner and shoot him if you get a clear view.
3. Busts - Keep down by the bottom wall and the two busts that sweep across the room will miss you.
4. Vases - He now floats two vases. They take it in turns to make a dart towards you and stop again. This is the best time to go up to Psycho and give him a hefty kick in the ass.

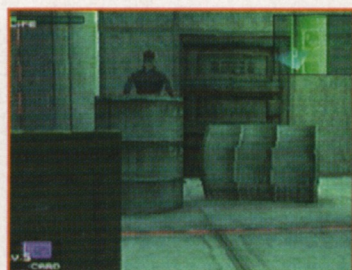
5. Stag Heads - Psycho summons three stag heads then throws them at you. Wait and then crouch when he launches them.

6. Pictures - Finally he throws pictures and a crate downscreen at you. Stand at the bottom of the screen in line with Psycho, then walk up and smack him.

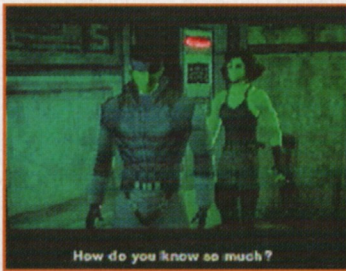
When Psycho's energy gets low he will revive Meryl and force her to shoot herself in the head. Quickly get to her and knock her out again. Psycho goes, well, a bit psycho really, and lobs a range of his previous attacks at you. Get in a few hits during this stage and he changes tactics once more. He just uses the disc attack on you. Equip yourself with the thermal goggles to see where he is and hit him when he stops. Be quick and he won't get chance to throw the discs. Once defeated, Psycho Mantis reels off a long speech and reveals a secret door for you.

## Cave

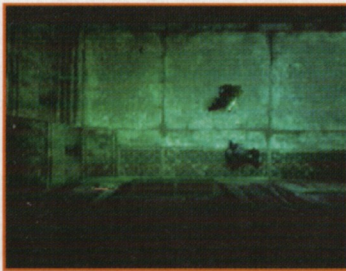
Enter the passage and collect the items on the other side of the railing, then go







How do you know so much?



through the door into the cave. At this point Meryl runs on ahead. Go all the way along to the right. Equip the night vision goggles and collect the ration at the top and Socom rounds down at the bottom. Head back to the left and then go up. Crawl through the gap and throw a stun grenade. Run up and to the right and you come across two gaps. Crawl through the one at the bottom and collect the ration and FA-MAS rounds plus the diazepam on the other side of the room.

Go back through the gap and crawl through to the right to Meryl again. A few dogs appear now, but they won't attack you. Go through the door and you come across a mined area. When

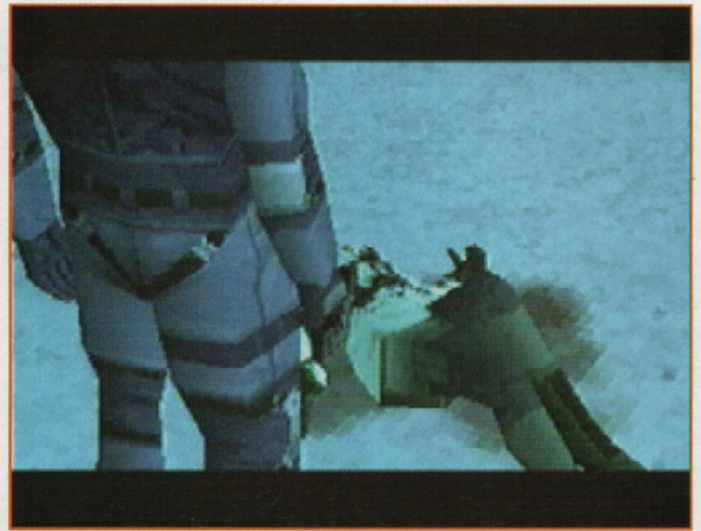
Meryl's finished, either follow her footprints or crawl across to avoid the mines. You see a short cut scene where Meryl gets hit by Sniper Wolf. After the scene you have to get yourself a sniper rifle. The sniper rifle is all the way back in the armoury, so go all the way back to the tank hanger and use the lift there to get to floor B2.

The rifle is in the room in the top left-hand corner. Tap on the wall at the top to get the guard to move away from the door. Once inside, equip the thermal goggles to see the infra-red laser beams. Carefully crawl through and pick up the rifle and ammo. Answer the call from Campbell, then go back to save Meryl.

## Sniper Wolf

Before you get the sniper rifle out, take some diazepam to stop Snake shaking – this makes life far easier. Point Snake up the corridor and then get the sniper rifle out. Sniper Wolf will run back and forth along the walkway – she either hides or takes aim. When she takes aim, line up and fire off a shot. Don't bother firing when she's moving as the bullet takes too long to reach her. At first aiming is difficult, but you should soon get used to it. It takes about five to six hits to kill her off.

Head up the corridor, noting that Meryl has gone. Collect the items to the left and on the walkway, then approach the door to the right. You will now be captured by Sniper Wolf and taken away.



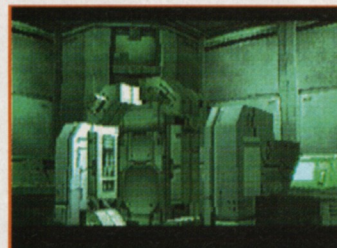
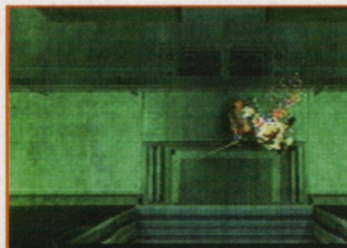
After a cut scene you'll be tortured by Revolver Ocelot, but this is easy to get past. Keep tapping as quickly as you can whilst being shocked and just after to get your health back up. Revolver will give you four shocks in total, then send you to a cell.

## Medi-Room

When Snake wakes up, call Campbell. Now wait for the guard to run to the toilet. Otacon will turn up and give you some items including a Level 6 PAN card. He runs off when the guard returns. Before the guard gets back, quickly hide under the bed. You may get taken back to be tortured again before the guard goes out.



**Wee Dog Wee:** To stop the dogs attacking you in the cave, give Meryl a smack then quickly get inside a cardboard box. The puppy will sniff around the box, then pee on it! The dogs will no longer attack you as long as you're inside the box!





## THE CAST

These are the people you could meet if you lived in Solid Snake Street.

### Roy Campbell and Naomi Hunter

Roy 'the Colonel' Campbell is in charge of your mission and is your main contact throughout. Naomi is a genetic engineer who is on hand to dish out any info about anything gene-related.

### Mei Ling

A communications expert who devised the radar system Snake uses. Calling Mei will allow you to save your game and quite often receive a useless snippet of Japanese sayings or proverbs.

### Master Miller

Snow's mentor and general know-it-all when it comes to Alaska's wildlife. At the end of the game you'll find out that this is in fact Liquid Snake in disguise leading you up the garden path, the blighter.



### Otacon

You meet up with Otacon, a scientist from the labs, after fighting the Cyber Ninja. Otacon provides vital information and helps Snake out of trouble more than once.



### Meryl

Introduced as the Colonel's niece. Is being held somewhere on the base. Snake meets up with her when she escapes from her cell. Snake eventually falls in love with her and finds out she is in fact the Colonel's daughter.



### Natasha

A nuclear expert who can be contacted to find out about the nuclear warheads and the like being stored on the base site.



### Deepthroat

Allegedly the informant from the Watergate scandal, but in fact turns out to be the Cyber Ninja. Better known to Snake as Gray Fox, this is a soldier he fought in one of his previous missions.



When the guard returns, he panics and opens the cell door. When you get a chance, go up behind him and give him a whack. Equip with the PAN card then run out of the cell and through the door around the corner. Collect your gear and head out through the door to the right using a chaff grenade to blind the camera. You now find yourself in the cell area from earlier in the game. Head onwards and enter the door on the right and collect the rations and chaff grenades from under the beds. Also you will find some Socom rounds in the section down from here. Exit the room and enter the elevator. At some point you will get a call from Deepthroat. He tells you that you have picked up a bomb. Look at your

inventory and highlight the timer item. Simply press **○** to throw it away.

Head up to floor 1 and make your way through to the corridor where Sniper Wolf ambushed you. When you reach the cave, equip yourself with Sniper Wolf's handkerchief and the dogs won't attack you.

### Comm Tower

When you return to the passage, Snake has a flashback of Meryl then gets a call from Campbell. After the cut scene, head up the passageway and collect the ammo and ration at the end. Enter the door to the right and follow the corridor, picking up the ammo on the way.

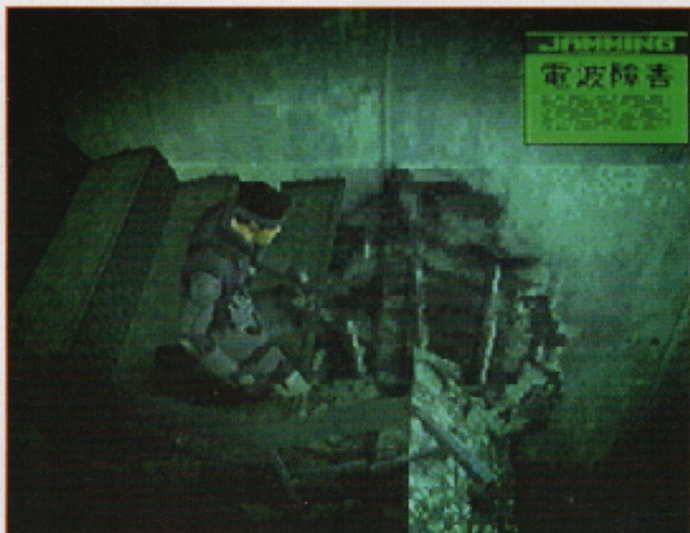
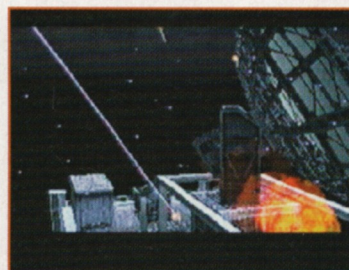
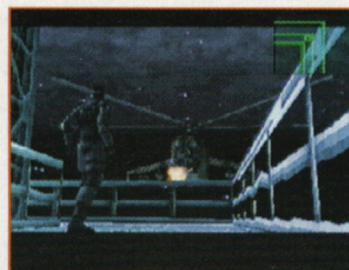
Equip Snake with the FA-MAS and go through the door. You now see two guards approaching. Press and hold **○** to kill the guards without having to aim. Pick up the rope and stun grenades, then quickly run up the steps around the corner. Keep running up. When you find a guard waiting for you up ahead, simply chuck him down the steps and he takes out any trailing guards. Keep running, fighting the guards when they



get close, to the top of the steps, at which point the guards stop appearing. Climb the ladder and go out the door to the roof. After a short cut scene, go up the steps and watch as the satellite dish gets wasted. Liquid Snake now turns up in a Hind. After the cut scene, equip Snake with the rope and run to the edge. He now absconds a short way down the building.

You have to guide Snake down the side of the building. Take the call from Campbell and he tells you the controls. As well as avoiding the gunfire from the Hind, you have to keep clear of the steam spurting from the pipes. Use the girders to get extra distance from the wall if you need to.

Once you reach the bottom of the rope, you drop onto the walkway below. Collect the ration from the left and the C4 from the right of here. Use the sniper rifle and aim across the walkway. Take out the three waiting guards, but be quick as they return fire after a while. Go across the walkway and Liquid returns in his Hind. Quickly







run to the left and go through the door.

Pick up the Stinger launcher and missiles, then exit downscreen. Keep going downwards and activate the lift. It won't work, so go back around and go down the stairs until you reach the broken section. Now go back to the lift and you'll find Otacon. After the cut scene, continue up the stairs. Use Chaff grenades to disable the guns on the way up. Collect the missiles and the ration at the top, then climb the ladder. Go outside and face Liquid and his Hind.

## Liquid Snake (Hind)

After the initial jibes and boasts, the battle kicks off. Use the small rectangular building as cover from gunfire and note that the Hind shows up as a purple dot on your radar. Get the Stinger launcher out and wait for a break, line up the sights with the Hind, and only fire when the launcher locks on (the crosshair goes red). Be careful not to hit anything nearby. After a short while, Liquid will fire off a load of missiles. Just stay at the top to avoid these. Just be patient and fire only when you get a clear shot. Once beaten, Liquid will fire more missiles. Hide behind the building and you'll be safe.

Go back inside the building and make your way to the now fixed elevator, but don't forget about the guns. Collect the ration from behind the crates at the bottom of the steps and the FA-MAS ammo to the left of the elevator. Call the

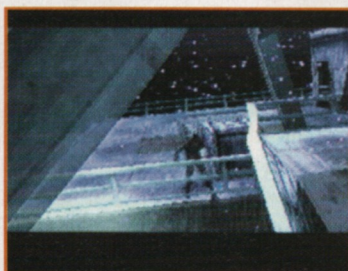
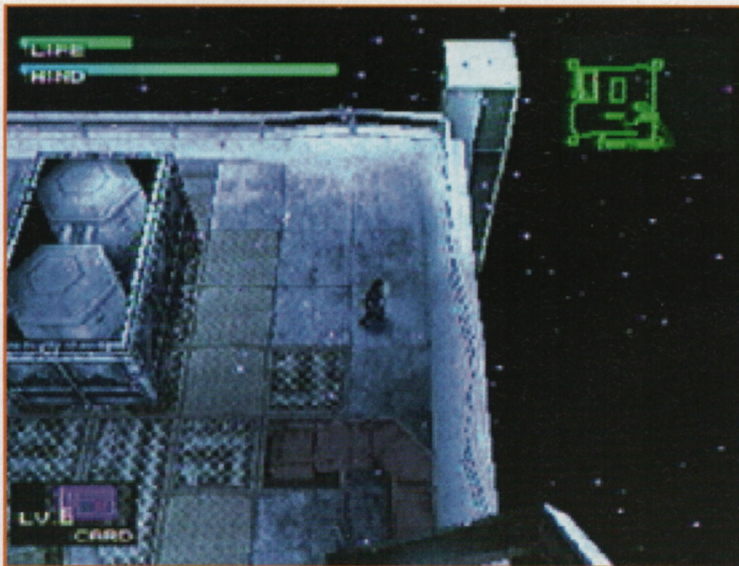


lift and get in, then select floor 1. Get the FA-MAS out and prepare for an attack by four cloaked (partially invisible) guards. The guards drop to the ground after being shot and only fire back when standing. Go for the guys still on their feet to prevent getting hit yourself. When the guards die, they drop either ammo or rations. You need to get the rations as this bit is quite tough.

When you get out of the lift, go around to the left and pick up the ration and sniper rifle ammo. Go round to the other side and collect the grenades and more ammo. Go through the door at the bottom and use a chaff grenade to mess with the gun. Collect the two crates of ammo and exit to the left. Follow the path using another grenade to disable the gun up ahead and the ones round the corner.

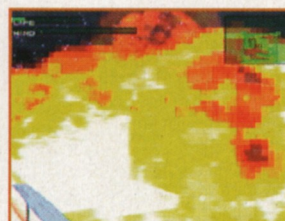
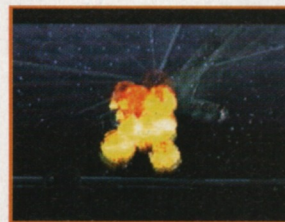
## Sniper Wolf

Walk into the snowfield and you get shot - it's another ambush by Sniper Wolf. Otacon calls, and after a brief talk you have to fight Sniper Wolf again. The

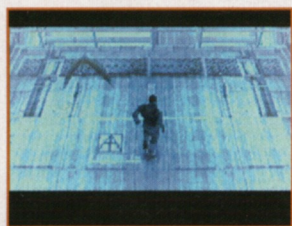


main problem here is locating her. Point Snake upscreen and equip the sniper rifle. Sniper Wolf runs back and forth using the trees for cover. As before, wait for her to step out before firing. If you run out of ammo, you can collect some from the far right and left. You can also find a handy ration here.

When you've won, head upscreen to see a cut scene. Around this area are a number of buildings. Enter the ones that you can and collect the items you find. Watch out, the room in the top right corner is mined. Also, here you can pick up the third and final cardboard box. When you're ready, enter the room







to the top left. Use a chaff grenade and go down the steps at the back.

## Blast Furnace

Go through the door at the bottom of the steps and locate the guard. Use the Socom and quickly shoot him. Go straight ahead and then to the left to get some stun grenades. Go back to the door and head all the way to the left. Stand up against the left-hand wall and sidestep up the screen – you have to duck to avoid the crane.

Go down the steps on the far side, shoot the guard and then go down the steps along to the left. Pick up the ration and the ammo under the steps. Go back up and down the other side, then go through the large gate.

Go around the edge of this area and pick up the ammo that's dotted about. Go to the control panel next to the railings and press the action button to start the lift moving. Three guards now jump you, so use the FA-MAS and take them out. At the bottom go around to the right, using a chaff grenade to disable



## SECRETS, AGENT

### Time Attack Mode

Complete all ten stages in the practice mode of the VR training. In this mode you have a set time limit for each stage.

### Gun Shooting Mode

Complete all ten stages in the Time Attack Mode of the VR training. In this mode you have to shoot the guards to exit and there's a set time limit.

### Survival Mode

Complete all ten stages in the Gun Shooting Mode of the VR training. In this mode you have to work through all ten stages in a set time with limited ammo.

### Technical Demonstration

Complete the Survival Mode. This mode shows the computer completing the stages with very quick times.

### Extreme Mode

Complete the game on any difficulty setting. On this setting you have no radar, the rations are only dropped by guards, the guards are tougher, and there's less ammo. Basically it's nightmare hard.

### Demo Theatre Mode

Complete the game on any difficulty setting. Allows you to view the cut scenes from the game. The two versions of the ending are only accessible by completing the game with both endings.

### Photo Album Mode

Pick up the camera during the mission and complete the game. This will allow you to view the pictures you have taken with the camera.

### Truck Transport

There are three trucks in the game which can be used to transport to different areas of the game. Climb into the back of a truck and get inside a cardboard box. Wait

a while and a soldier will drive the truck to the destination on the box you've used. Here's the position of the trucks:

1. At the heliport where you find the Socom.
2. The first floor of the nuke building.
3. At the snow field where you fight Sniper Wolf for a second time.

Here's where the boxes will take you:

Box A: to the heliport.  
Box B: to the nuke building.  
Box C: to the snow field.

### Tuxedo

Complete the game with both endings overwriting the same memory block. Play the game for a third time and when Snake takes off his gear whilst riding the elevator, he will be wearing a tuxedo underneath. Very Bond!

### Bandanna

Whilst wearing the bandanna, Snake is given the luxury of limitless ammo. The bandanna is given to you when you complete game with the good ending.


### Stealth

After escaping with Otacon in the bad ending you'll be given the stealth device. This allows you to remain invisible from the guards, no matter how close you get.

### FA-MAS Tracer Trick

Obtain the bandanna then pick up the FA-MAS. Fire off a few rounds until you reach the three red bullets. Now equip the bandanna and you will fire a constant stream of tracers that look like lasers.

### Quick Neck Snap

Grab a guard from behind and tap the  button to break the guard's neck quickly with a lovely crack!

the guns. Equip the thermal goggles and you can see some mines up ahead. Dodge the mines and collect the ration and Socom rounds over to the right. Get on the second elevator and activate it. On the way down, ravens appear and you get a call from Master. At the bottom you meet with Vulcan Raven again.

### Vulcan Raven

The previous battle with Vulcan Raven was just a practice, but this time it's for real. After the usual pre-fight banter you'll find yourself in a warehouse full of crates which form a grid. Vulcan plods about trying to get you in his sights so he can pop a few rounds in your ass. He

has a very long range of vision, so keep out of sight. By far the best weapon to use is the stinger missile. If you don't have any, then collect some from the bottom left corner and halfway up on the right. Also pick up the ration in the top right corner, as no doubt you need it.

Equip the Stinger when Vulcan is out of sight. Turn to face him and you see him as a square target. Follow him using the target and radar until you get a clear shot. The best time to fire is just before he rounds a corner. Immediately after firing, press R1 to put the stinger away and run for cover. Later in the battle the crates will fall over and block some of the pathways – this helps you rather than Vulcan as it restricts his view.





It takes about ten missile hits to finish off Vulcan. When you do, expect a dying moments cut scene.

## Metal Gear

Leave the warehouse via the door at the top. Use the thermal goggles and you can see a trapdoor. Throw a chaff grenade, then leg it past the guns avoiding the trapdoors. Go up the steps and stop against the wall as you'll be safe here. Throw another grenade and go up the stairs to get some stinger missiles. Quickly go back down and enter the door before the chaff runs out. Go along the corridor and you come across Metal Gear Rex.

Go to the right and climb the ladder. Collect the grenades and Socom rounds, then climb the next ladder. Head upscreen to the right and climb the ladder onto the top of Metal Gear. Answer the call from Otacon and then climb down the other side.

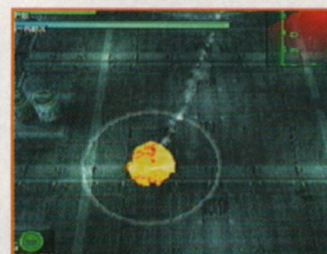
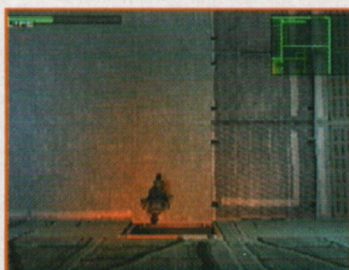
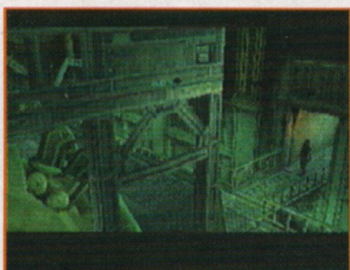
Follow the walkway and shoot the guard with the Socom. If you get

spotted, go back onto the top of Metal Gear. Throw a chaff grenade when you reach the steps leading into the control room, then enter.

During the cut scene, Ocelot shoots the PAL out of Snake's hand. To get the key back you have to go all the way back down to the bottom of the room, but first you must fight off a few guards. Once back at the bottom, equip the mine detector and the PAL will show up as a red dot on the radar. If you pick up a bomb, quickly select it from your inventory and throw it away. Go back to the control room when you have the PAL.

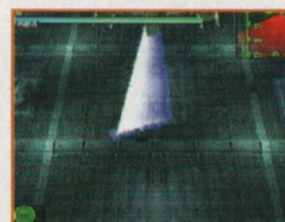
Disable the camera and guns by using a chaff grenade. Stand by the left-hand laptop computer and select the PAL key. To get the PAL key cold, go back to the warehouse where you fought Vulcan Raven. Call Campbell, then select the PAL key and wait for it to turn blue. Now return to the control room. Use the PAL key in the middle computer.

Call Campbell again. To warm the key up, go back to the blast furnace. Watch out when you get to the warehouse as guards are now patrolling the area. When you reach the furnace, enter the small room directly downscreen. Select the PAL key and wait. You can collect the ammo if you want, but avoid the steam. When the PAL key turns red, return to the control room. Use the PAL key with the right-hand laptop computer and you see a cut scene.



You've been double crossed and have actually activated the nuke!

When the room fills with gas, put on the gas mask and give Otacon a call. After a short while he'll stop the gas and open the door. Run out and follow Liquid around the corner. After the cut scene, you have to fight Metal Gear Rex.



## Rex Battle

The first part of the battle with Rex starts. You have to destroy the Radome on Rex's left shoulder (that's to your right). To do this you must hit it with stinger missiles. Rex has three types of weapon – a laser, missiles, and two machine guns. The laser is only used when you get close, so stay back to start with. Rex will fire three missiles at you. Quickly run towards him and they pass over your head. Drop back again and Rex uses the machine guns. Move to the side then quickly arm the stinger and fire at the Radome. Immediately put the stinger away and run towards Rex to avoid the missiles. He then fires the machine guns as long as you aren't too close. Again, move to the side and fire







## SECRETS, AGENT CONTINUED...

### Crimson Ninja

Complete the game twice to obtain the bandanna and the stealth device. Reach the ninja for a third time and he is wearing a crimson red outfit, plus his face appears on the memory card icon.

### Nice Doggy

There are two ways to stop the wolfdogs attacking you. When you meet up with Meryl in the cave, give her a smack then hide in a cardboard box. The puppy will run over and pee on the box. From now on when you're in the box, you won't get attacked. Another method is the get Sniper Wolf's hanky out, this way you can freely belt the dogs!

### Meryl Blushing

Keep looking directly at Meryl and she'll get shy and turn bright red.

### Through Mantis' Eyes

When fighting Psycho Mantis, use the first person view to see through his eyes.

### Briefing Camera

Whilst watching the briefing, you sometimes get the words 'camera change' or 'camera free' – adjust the camera view with the directions plus use and for the zoom control.

### Title Screen Colours

On the main title screen, use the direction buttons to adjust the background colours.

### Early Nikitas

To get the Nikitas early in the game, go through the first three sections then return to the truck at the heliport. You now find a Nikita launcher in the back.

### Catch a Cold

If you submit to Ocelot's torture then get close to the guard outside the medi-room, Snake will catch a cold. Use the medicine to get rid of the sneezes which alert the guards nearby.

### Mantis Memory Check

When Mantis presents himself, he mentions Konami games that you have saved to your memory card. Try with *Castlevania* or *Sul Kodon*.



Sneak doesn't fall, it does waste time. The same is true for Liquid – try to avoid knocking him off as you can't attack him whilst he's hanging. Watch out when Liquid crouches and grunts; he charges at you, which does a lot of damage if he connects. Just step to the side and boot him when he stops.

your finger on the fire button and aim at Liquid. It's a little tricky as he doesn't keep still. When he bumps the back of your Jeep you'll lose your aim, so keep an eye on the position of the gun so that you know which way to turn when Snake gets up. Just stay alive long enough and you'll reach daylight at the end of the tunnel. Cue the (good) end sequence...

### You Mean That's It?

Well, no, as a matter of fact it isn't. Just when you thought it was safe to go back in the PlayStation, we go and tell you there's another bleedin' ending! And unless you've seen them both, you haven't seen it all. Best get back on the job and uncover the bad outro – talk about Scooby Doo endings!

### End Game

And that's it: *Metal Gear Solid* laid completely bare for you. We've taken you right the way through the game itself, exposed every secret and given you every extra. There is nothing else I can teach you, young one. It's been an honour to work with you. Snake, any time you need an intelligence operative for a future mission, just contact me through the TS bureau.

**Alternate Ending:** If you submit to Ocelot's torture then he has his way with Meryl. When you defeat Liquid in the hand-to-hand battle, Snake discovers that Meryl is dead. Otacon appears and then takes on the role that Meryl took in the good ending.

a stinger and run towards Rex to avoid the missiles. Repeat the process a few times and Rex is beaten for now.

Liquid is now visible in the cockpit of Rex, so this is your new target. Use the same tactics as before, although this time you get a little less time to fire the stinger. You also find that the cockpit is trickier to target. You can get away with not locking before you fire and hitting the area surrounding the cockpit. Stun grenades have some effect on Liquid, so lob a few to make life easier.

After destroying Rex you must fight Liquid Snake on top of the Metal Gear. You have no weapons, so this is a hand-to-hand scrap. The main problem is the time limit, so you have to be quick. Toss Liquid into the centre then run around behind him, punch him, then land a kick in the butt. Make sure you don't fall off the edge. Although

### Escape

After defeating Liquid, Snake and Meryl have to escape. When you regain control, go through the door and pick up the ration. Run through the door again and pick up a second ration from next to the steps. Go up the steps and you get a short cut scene. Fight the guards by throwing them at each other until Meryl gets the Jeep running. Run over to the Jeep and Snake hops onto the back. When firing, use the first-person view to make life easier.

Shoot the barrels to blow a hole in the fence and kill a few of the remaining guards. At the checkpoint, shoot the barrels again to clear a path. At the second checkpoint, just shoot the guards to continue.

You thought he was dead, but no, Liquid catches up with you in another Jeep for one last effort to kill Snake. Keep





## WEAPONS

### Stun Grenades

Explode with a blinding flash and a loud bang, disabling all enemies nearby for a short time. Use one of these if you get attacked by more than one guard, allowing you to escape and hide.



### Chaff Grenades

A very useful tool. Just lob one of these babies and watch as the cameras flip out. Unfortunately the effect doesn't last long and your radar is jammed at the same time.



### Grenades

A plain old grenade, but still does a good job. Throw one of these off a walkway to surprise patrolling guards below. The only problem is the five second fuse...



### C4 Explosive

Set traps and blow holes in walls with a block of this plastic magic. The charges can be triggered remotely even when you've selected another weapon. Try placing a charge in the path of a guard then blow him skywards when he passes – great fun!



Location – First collected from the store in the middle at the bottom of the armoury.

### Socom

The first gun you meet in the game. A simple pistol that can kill a guard with three rounds. The Socom has a slow fire rate, so it's not too suited to gun fights. Keep this for shooting guards in the back.



Location – In the back of the truck at the heliport.

### Socom Suppressor

A silencer add on for the Socom. Guards will no longer hear you firing – very useful for creating a stealth weapon.



Location – The room in the top right corner of the tank hanger's lower deck.

### FA-MAS

The real deal, an assault rifle with a rapid fire action, ideal for gunning down a group of guards. The FA-MAS's letdown is the slow loading time. Reload it manually whenever you get a break in fighting.



Location – Bottom right store room of the armoury.

### PSG-1 Sniper Rifle

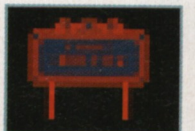
An essential item for beating Sniper Wolf. Shoot people (and rats!) from miles away without running the risk of being spotted. Can be tricky to aim, so use the diazepam to calm your nerves.



Location – Top left store room of the armoury.

### Claymore Mines

A nasty weapon to be on the wrong side of, although luckily the infra-red goggles and mine detector make them easy to spot. To pick the mines up, simply crawl over them.



Location – First found when entering the snowfield where you fight Vulcan Raven in his tank.

### Nikita Launcher

Not a fire and hope missile but one you can control after launch. Use the direction buttons to steer the missile to your required destination. It's far easier to control the missile if you use the first-person mode.



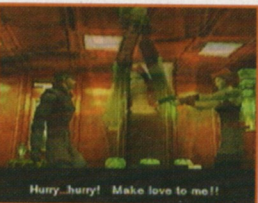
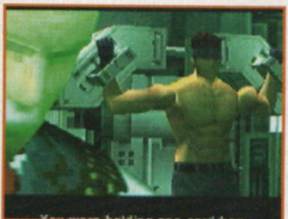
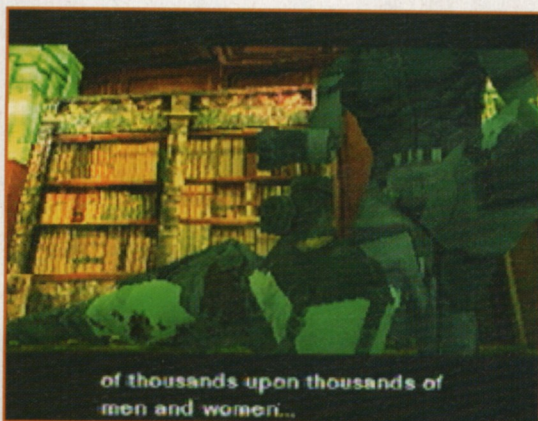
Location – First found in the bottom right office in the room below the lift on level B1 of the nuke building.

### Stinger Launcher

A powerful weapon, but does leave you vulnerable whilst aiming. It's best to fire when a target has been locked onto, although you can get away with a manual shot.



Location – When you first enter comm tower B after crossing the walkway.





# Die Hard Trilogy 2

Welcome to the first part of our **Die Hard Trilogy 2** guide. Covering the **third-person** section as well as a few **cheats and tips**, this is really just a **warm-up** for next month.





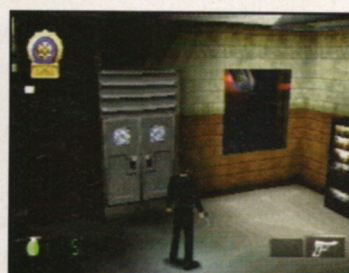
## LEVEL 1 - PRISON

*The first level is a little sparse as far as weapons go, but the intent here is to gently lower you into the game and let you get to grips with all the controls and actions.*

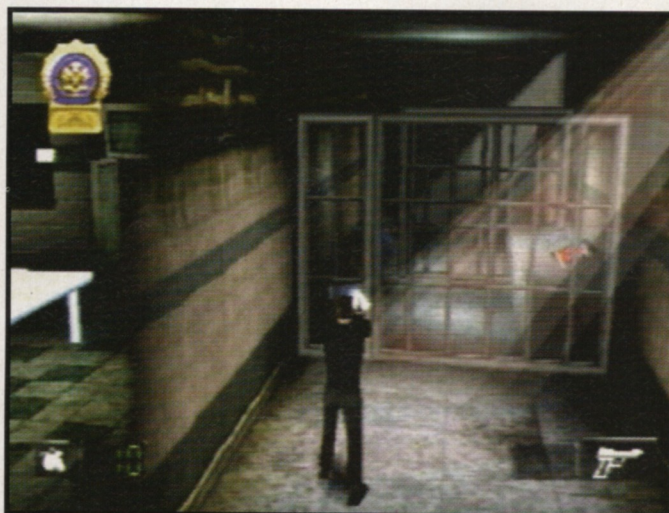
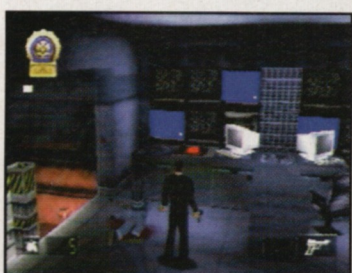
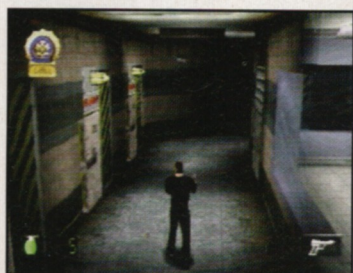
You start the level in a corridor. The room on your right contains a Shock rifle and some ammo. Collect this and head back out into the corridor, kill the two guards who approach, and follow the corridor along. If you took damage, you can find some health in the second room to the right. At the T-junction, turn left and run to the end. A burning man bursts out of the room on the right – avoid him and enter the room. Once inside the cell block, find the only door you can open and enter the room beyond. Shoot the guard and collect the key card. You can cremate the guard in the chair if you are feeling sadistic, otherwise head back out into



the corridor and along to the T-junction. Head towards the big window and shoot it out. Climb through the broken glass and wait for the two guards to open the door before shooting them and running through. If you are in desperate need of health, you can get some from the drinks machines. There is a guard in the first room on the left and a couple at the far end of the corridor – kill them all and investigate the rooms for health and ammo. Now head upstairs and watch the guy fly through the window – shoot the guards beyond and climb into the control room. Press the furthest button and



collect the vest and ammo. Now make your way back down and head along the other fork of the junction. Follow the corridor to the first turning on the left and head into the jail area. Shoot the guy at the end and pull the lever. There is some health in the now open



## CHEATS

### Big Head Mode

Hit R1 - R1 - L1 - L1 - Triangle - Triangle in the pause menu.

### Pop Top Mode

Enter Square - Square - Circle - Circle - R1 - R1 in the pause menu.

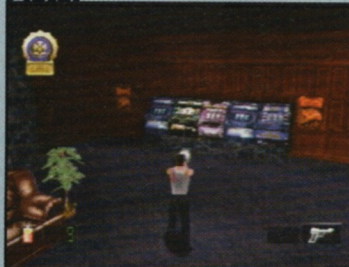
### Skeleton Mode

Hit Circle - Square - Triangle - Triangle - Square - Circle in the pause menu.

## GET TOOLED UP!

*It is a shame that you can only hold one gun plus your standard pistol at any time. Never mind, you'd better learn which of the guns to keep and which to discard, hadn't you? If you are feeling tough, you can switch off the auto targeting option, but my advice is to keep it on, at least for the first few levels. Also, check out the different grenades and mines – they can come in very handy.*

### Pistol



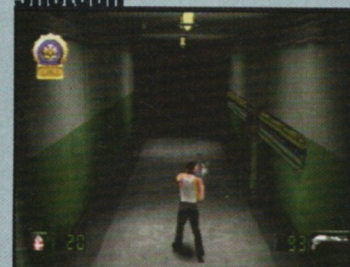
The standard weapon, and one which doesn't run out of ammo. Handy.

### Shock Rifle



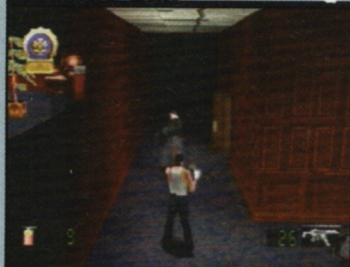
A fairly useless gun which fires out short beam of electricity to fry enemies.

### Shotgun



Good for close-range fighting and crowd control. Very powerful.

### Machine Gun



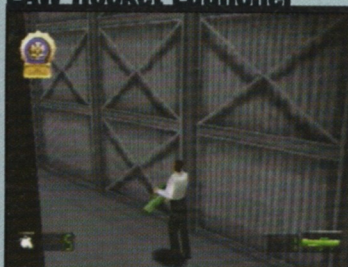
This weapon has a good rate of fire and packs a nice punch.

### Jack Hammer



An awesome weapon which fires four shells with each press of the trigger.

### LAW Rocket Launcher



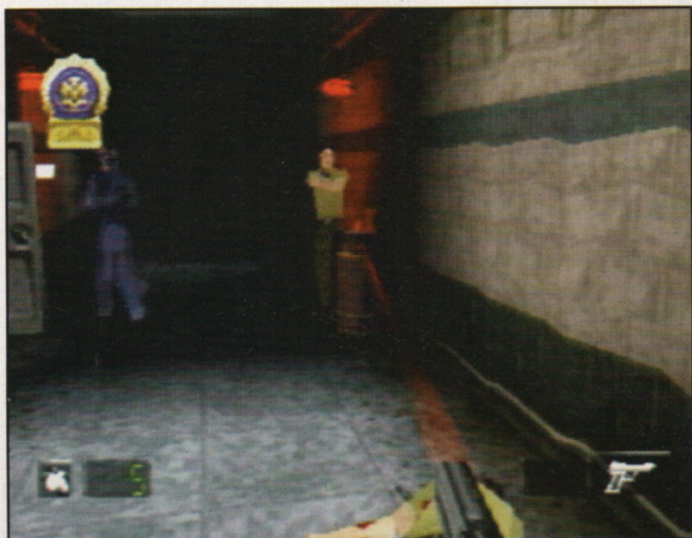
An uncommon weapon which only holds one shell at a time. Powerful though.

### Flame-thrower



Speaks for itself really, doesn't it. Handy weapon to have around. Toasty!





## ROOM RAIDERS

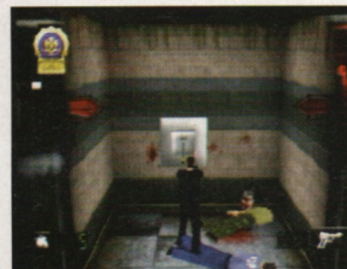
This level contains lots of small rooms that seem of little interest as you battle your way out of the prison. It is, however, worth checking all of them for ammo and health. Several of the rooms contain machine gun ammo which will be useful for later in the level, and cell 201 holds a nice vest to take to level 2.



cells, so collect this and shoot the guard who sneaks up on you. Continue along the corridor, killing guards as you go, and open the security gate. Collect the machine gun and continue through. Once into the wider corridor, ignore the door on the right and head to the end where you should see a guard with a machine gun and a security card reader next to a door. Use the card you found earlier and enter the door that opens. Shoot the guard by the control panel and press the red button – this opens the doors in the cell block. Head



through into the cell block and kill any prisoners who are milling about. Pick up the vest in cell 201 and then enter cell 202 to finish the level.



## GET TOOL'D UP!

The grenades can be overlooked in favour of the more instant hit of the guns. This would be a mistake, though, and later in the game you will need to use the explosives to their full advantage if you want to succeed. The incendiary grenade is particularly useful for clearing corridors and small rooms.

### Standard



Explodes in a large ball a few seconds after it has been thrown.



### Smoke



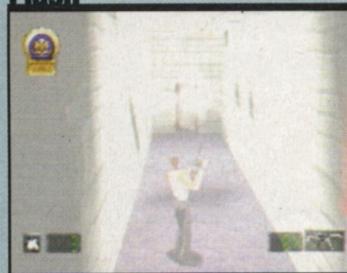
Great for clearing rooms and corridors, this will not kill but it slows the enemy down.

### Incendiary



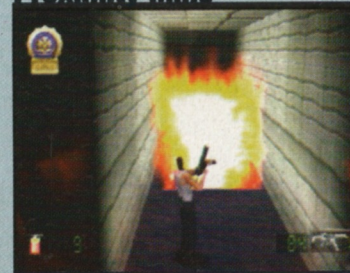
A large flame bursts from the top and the grenade spins around, creating a wide attack.

### Flash



Creates a blinding flash that will disorientate enemies, allowing you an easy kill.

### Proximity Mine

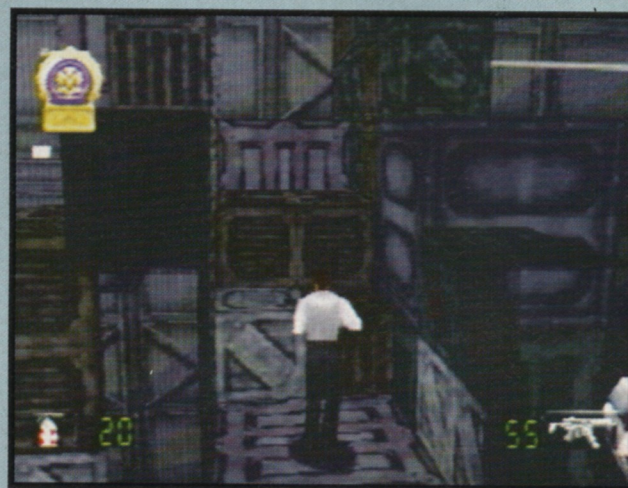


A kind of fire and forget item. Drop onto the floor to stop enemies following.



## SHORTCUTS AND BONUS ROUTES

This level can be done and dusted fairly quickly if you don't hang around. For those of you who like to see all of a level, look before you leap or shoot, and try to see the many hidden areas that are open to you. Barrels often act as steps to hard to reach places, so shooting indiscriminately is not always a good idea. For instance, the barrels right next to where you start are a stepping stone for a LAW Rocket launcher and some proximity mines – a useful addition to any armoury.



the end and make your way through this new section of the warehouse. There is quite a bit of ammo and health laying around in this area, so pick it all up. Eventually you should see a doorway leading through to a lift – head on through and use the security card on the lift to finish the level.



### LEVEL 3 - BUNKER

*A lot of backtracking and messing about is required on this level. Try to save your ammo for the boss at the end and watch out for the turrets.*

From the start, head forwards and enter the first doorway on the left. Head down the stairs and shoot the guards at the bottom. One of them will drop a red security card – pick this up and use it in the machine with the red markings. This will unlock all the doors with red around the access button. Go back up

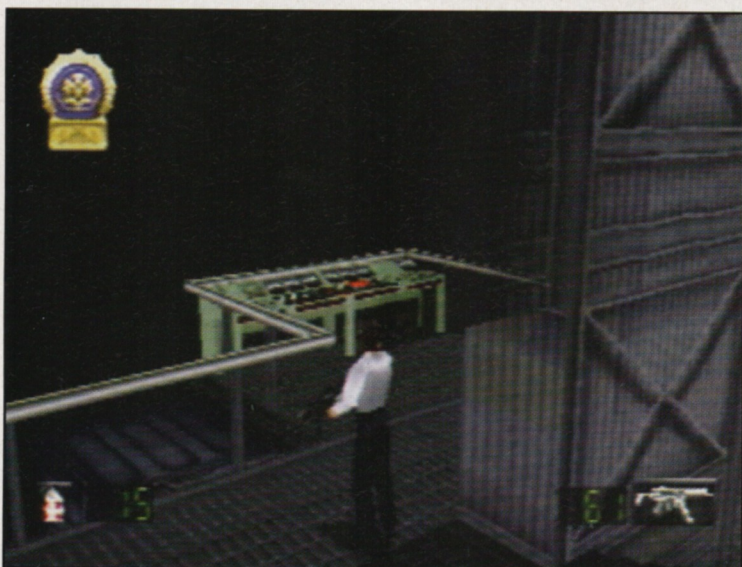


### LEVEL 2 - HANGER

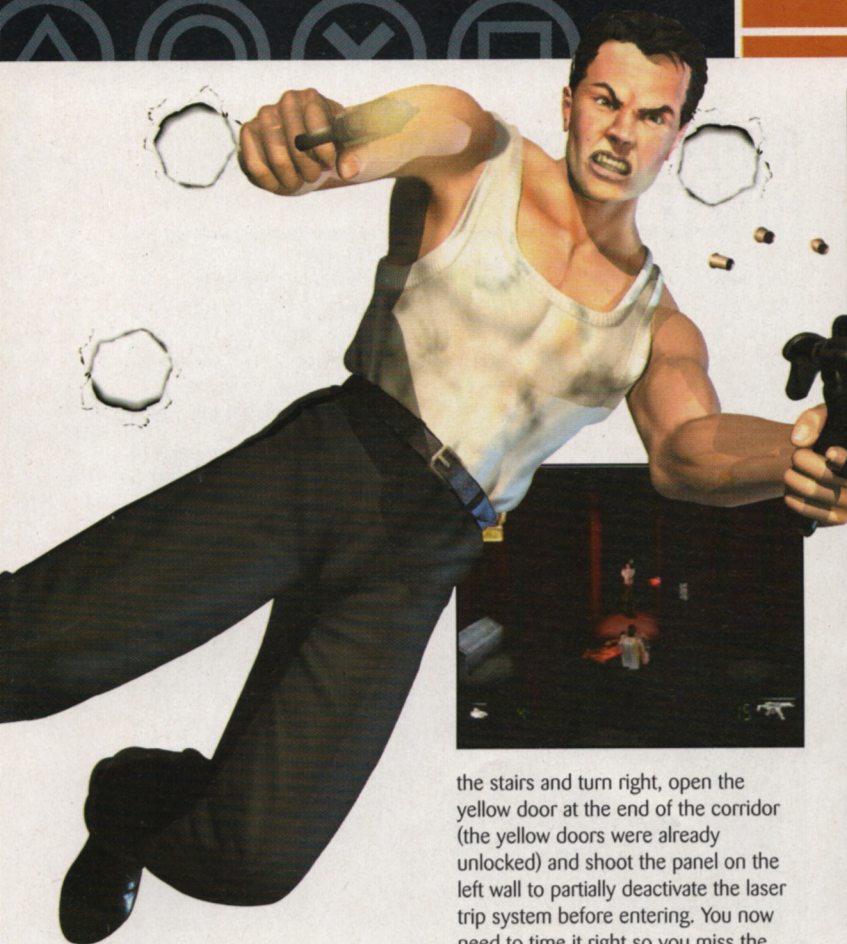
*The Hangar is a difficult level made ever harder by the fact that you will often run through areas you have already been through. Take care.*

This is a maze-like level which requires a good memory and fast reactions. From the start, shoot the six wooden crates and sneak forwards. Snipe the gun turret on top of the APC and then lower the pallet on the forklift truck using the red button. Shoot the box and collect the vest inside. You are now looking for a doorway into the second section of the hangar. The best way to do this is to work your way around the outside of the hangar, shooting any barrels you see until you reveal the hole. Once you find it, head through and shoot the turret just inside. You are now looking for a set of steps leading up to a platform. To do this, use the

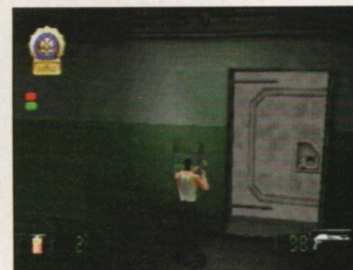
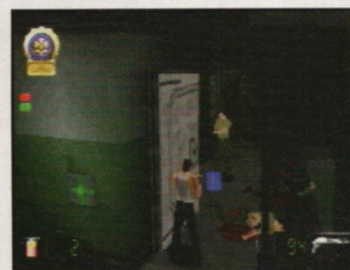
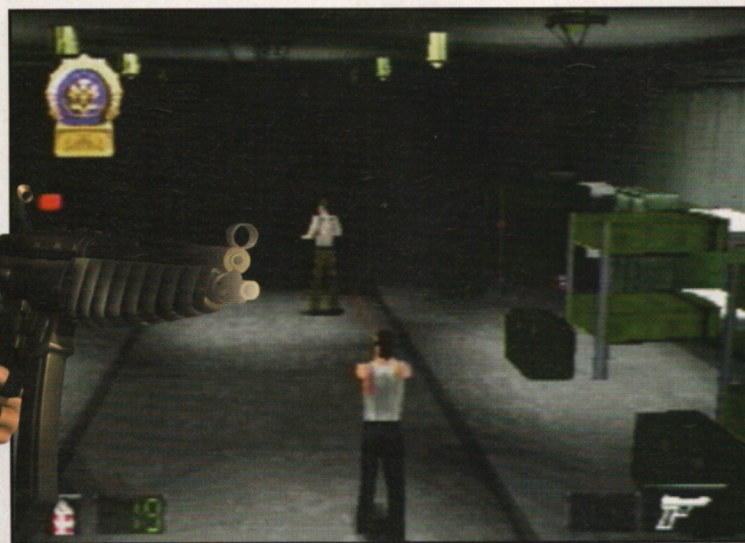
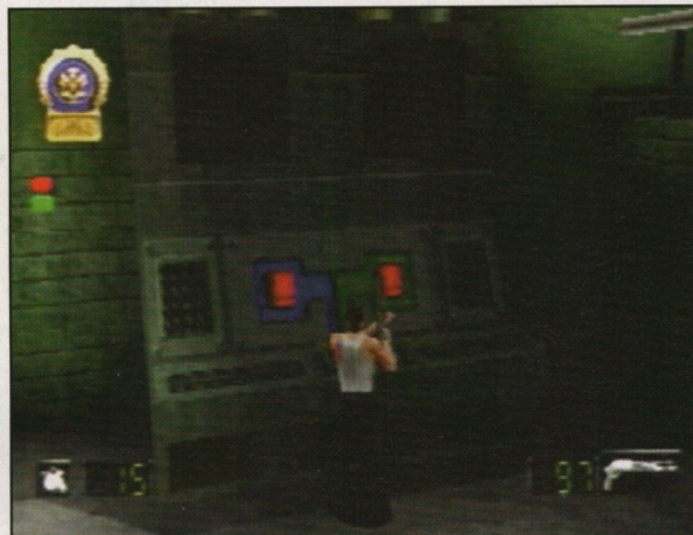
same method as before. There are a few extra gun turrets in this section, so a bit more care is needed. Once you find the steps, head up them and press the red button on the left – this will drop a shed load of explosives on to the APC, partially destroying it. You now need to head back to the APC. Once you reach the APC, you will see a guy in a blue shirt; kill him and he will drop a security card – collect it and climb up onto the remains of the APC. You should see set of steps made out of crates leading up to a walkway – climb up and head along to the other end. Descend the crates at







the stairs and turn right, open the yellow door at the end of the corridor (the yellow doors were already unlocked) and shoot the panel on the left wall to partially deactivate the laser trip system before entering. You now need to time it right so you miss the laser, otherwise the ceiling mounted turret will rip you apart. Open the red door at the other end of the corridor. Slip through and head into the bunk room on the right, kill the two guards and run to the end where another guard awaits. Kill him and he will drop a green security card. Head back to the

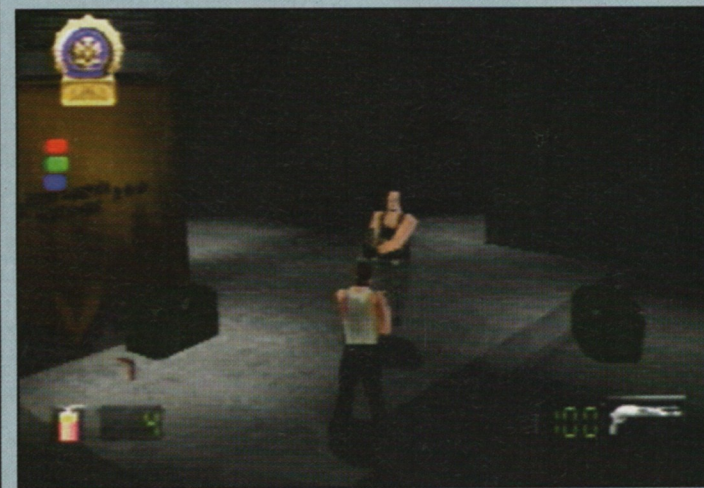


main control room and use the green card in the green machine – as you may have guessed, this opens all the green doors. Stay in the control room and look for a doorway leading up a slope to a green door. Open the door and kill the guards inside to find the blue card. Look around for health and ammo and then head back to the machines. Insert the last card and then head up to where

you found the green card. Open the green door and investigate the yellow rooms beyond for some health and ammo. Now continue to the end of the corridor and open the blue door. Get ready for a battle with the tough sub boss, who is wielding a deadly flamethrower. Once inside the room, the fight begins. See boxout. Once the boss is dead, the level is finished.

## FLAMER BOSS

The only real advice is to keep moving at all times, use all the tricks such as circle strafing, and blast him to hell. The office area offers some protection as well as a little health, and there is some ammo by the stack of crates in the corner. If you can get him to strand next to a barrel and then shoot it, you can score a big hit and take about a third of his health in one go.



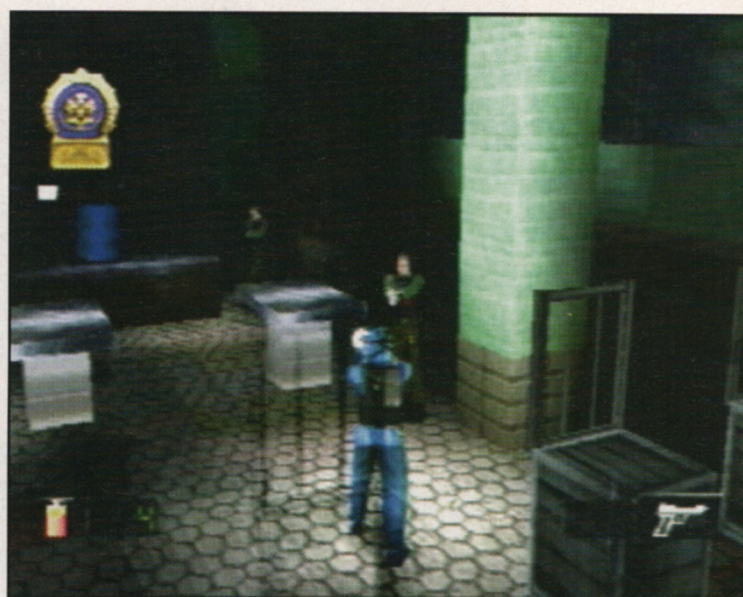




## LEVEL 4 - BIO LABS

*A race against time that will have you panicking if you don't take it steadily. You get to use the flame-thrower for almost the only time in the game, so make the most of its fun factor and burn those nasty men left, right and centre. Again, watch the turrets.*

You have just ten minutes to complete this level, so no messing about, get going. Head along the corridor, ignoring the doors on the right unless you need some ammo. At the T-junction, head left and run to the end of the corridor. Enter the room on the left and look for a computer and a control panel. Press the red button to open the monkey cages and then kill the guards who attack. Check the cages and you will find that one of them holds a security card. Collect this and head back to



the T-junction. Take the other fork and enter the next room on the left – this is the room where you need to insert the three cards, so remember where it is. While you are in this room, press the red buttons to unlock some doors later in the level. Leave the room and continue along the corridor until you come to a pair of garage doors. Enter the garage and kill the guards inside to find the second security card – take this back to the reader room and insert it. Head back towards the garage, but enter

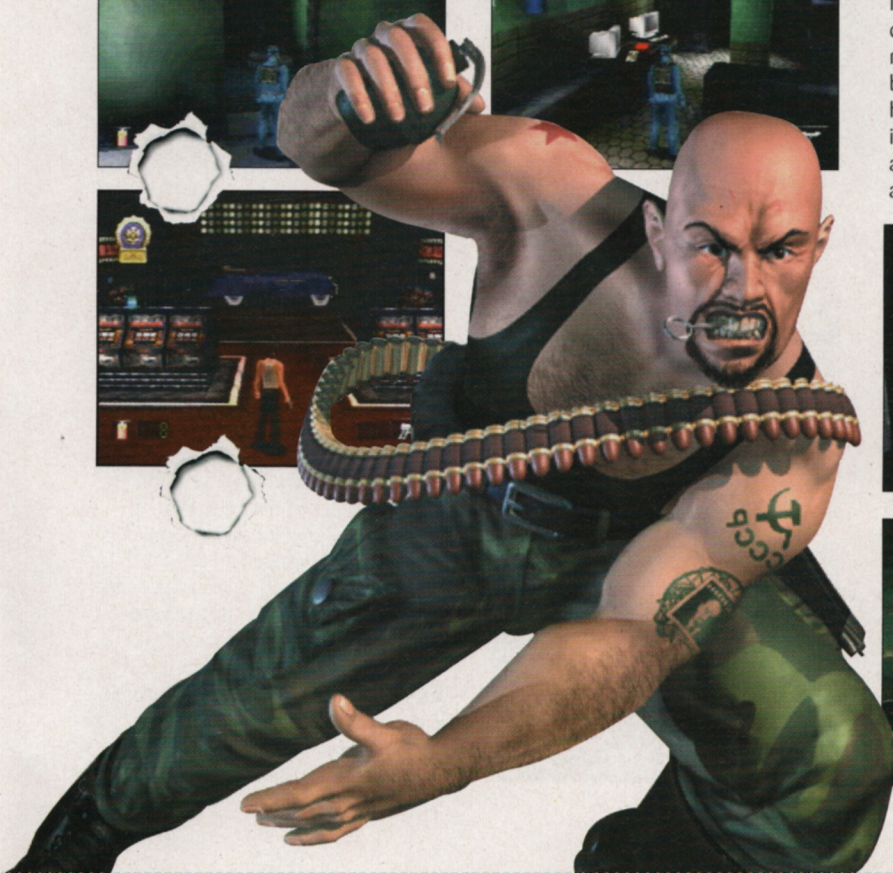
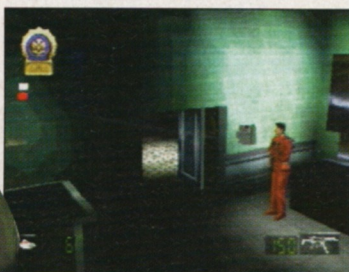
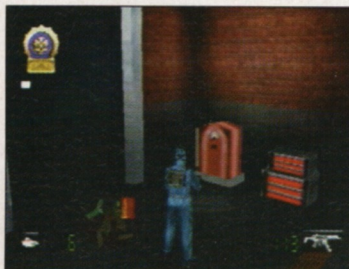
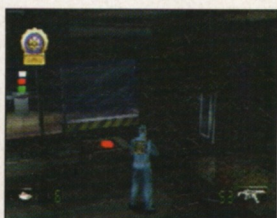


the door at the top of the steps just before you get there. Head through the shower rooms and kitchens until you come to an open door with a card reader beside it. Enter the room and the door will shut behind you, trapping you in a square room with a laser cannon. To shut down the cannon, you need to shoot the four red power squares surrounding it before the cannon fills you full of holes. (See boxout). Once the cannon is down, the guy in the red suit will attack. Kill him to get the last card and then press the red button in the

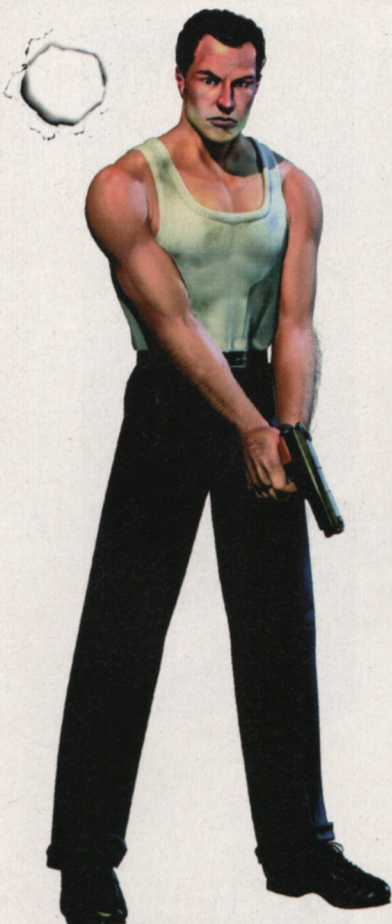


## LASER CANNON

The quickest and safest way to take out the laser cannon is to use the strafe method. Switch to first-person perspective and aim up at the cubes. Now use the shoulder buttons to jink left and right. The cannon is slow to fire and slow to turn – use this to your advantage and keep moving at all times. There is a small amount of health to be found in this area, but you will probably need it to take out the guy in the red suit.

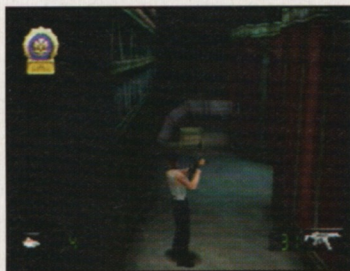






## LEVEL 5 - HOOVER DAM

*A level which looks harder than it is, the dam is a doddle once you know that you can't really get lost. You get to use the jack hammer for the very first time and, boy, once you pick it up, you won't want to let it go. This baby really can kick.*

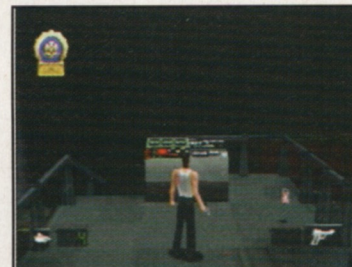


side room to unlock the exit. Head back to the card reader and insert the last card to finish the level.

Explore the maze like area you start in to find one hostage and a lever. Pull the lever and then find the steps leading up to the control panel. Shoot the guard and press the red button. This creates a bridge to the next section. Cross the bridge and shoot the three guards – one should drop a jack hammer (which is awesome). Head down the stairs, kill the guards and release the second hostage. Hidden



away down a little tunnel is a set of stairs – climb them and make your way down the other side. Kill the two guards and release the hostage. Look around for the two cases of jack hammer shells and then head up the stairs. At the top, shoot the three guards in the control room and press the red button to create a new bridge. Two more guards appear – kill them and cross the bridge. Kill the four guards and release the two remaining hostages. Now head down the steps and you will see a lift and some electricity – the lift is the exit, but first you need to find a key card. With precision and timing, dodge through the

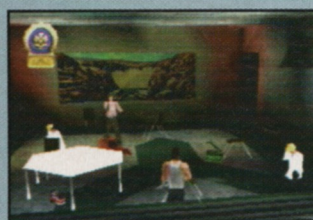


electricity and head right. Climb up onto the broken walkway and follow it along. Collect the card on the end and head back through the electricity to the lift. Insert the card to finish the level.

## HOSTAGE CRISIS

**You need to be a little more refined with your shooting skills on this level, or you risk putting a bullet into the head of one of the hostages and ending the level prematurely.**

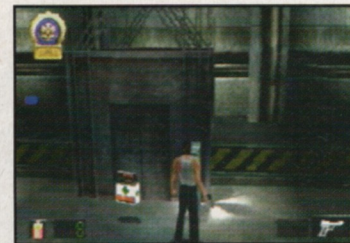
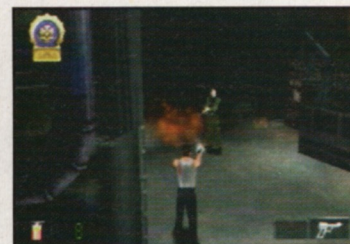
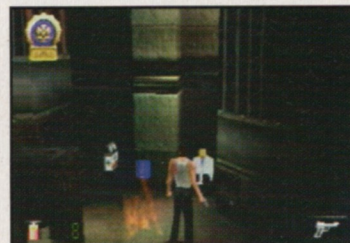
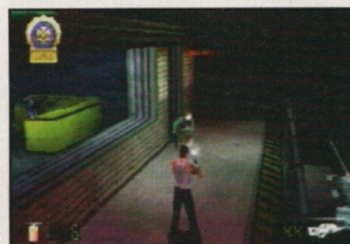
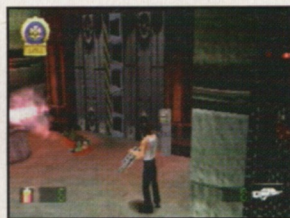
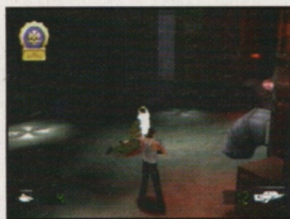
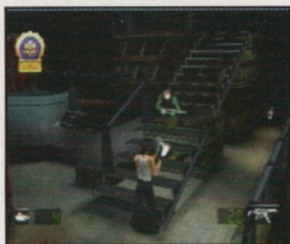
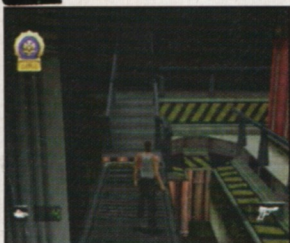
Once you have touched a hostage, he is deemed to be released – you don't need to guide them out or anything. Just move onto the next one.



## LEVEL 6 - CASINO

*A confusing level that will have you running around like a headless chicken. There are loads of enemies to kill and not that much ammo, so take it slowly and pick up all the bullets you can. Once you are through this level, the end is in sight.*

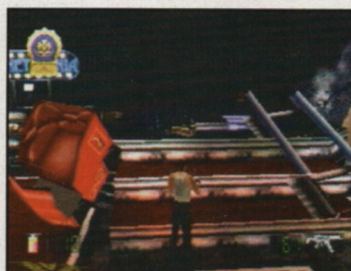
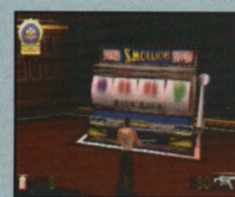
This level will see you backtracking all over the shop. Try to remember where you have been as this will help you a lot later on. Head right from the start and follow the stairs down, kill the cashier behind the counter and press the red button. Ignore the stairs that descend for the moment and head back up to where you started this level. Head in the opposite direction and go up the steps to the next raised area. Kill the guards and cross this section. Descend the steps and shoot the guy with the yellow hat to find the key card. Now it's time to use those steps that lowered earlier. Run back through the casino and use the card in the reader at the top, open the gate, pull the lever and watch the action. Now head back





## WEAPONS TRAINING

The jack hammer will be the first choice for most people, but it is worth considering the ammo shortage that this gun suffers from. Instead choose the machine gun – almost every guard you meet is carrying one, so the amount of ammo you will have is far greater and you can let rip.



towards the lowered stairs, but go to the opposite side of the room. Climb over the rubble and kill the three guards (one should drop a vest), run across the room and head up into the dining room. Go up the next set of steps and kill the three guards before opening the lift and finishing the level.



## LEVEL 7 - HIGH ROLLERS

Okay, this is it – the high rollers floor, and the stomping ground of your new arch enemy, Reece. The level leading up to the end boss is actually quite simple, and with jack hammer in hand you should zip through it. Beating Reece is another matter. He is a tough mother, packing his own jack hammer and equipped to use it. You need to be ready for him, so if you are short of ammo when you arrive at his office, go back and find some.

Head straight ahead from the start and go down the steps. Kill the two guards and open the door on the right. Head through to a room with a truck in it – you will need to come back here later. To the left of the stage is a single door leading to the toilets – head over to it and go through. Cut through either of the toilets and head through the door. Follow the corridor beyond, avoiding being blown up by the craftily laid proxy mine. Once through to the office, shoot the three guards and collect the truck keys one of them dropped. You remember the truck, don't you? Once back at the truck, use the keys and drive the truck through the wall. When

you get out of the truck, open the door on the left and press the red button. Now go back to the truck and head through the other door. Follow the corridor until the door explodes. Make your way past the burning trucks (collecting the health in the back). Once through the wooden doors you are face to face with Reece. He is packing a jack hammer so you really do not want to stay in one place long enough for him to hit you. Use everything at your disposal, including grenades and proxy mines. (See boxout). Once he is dead, the game is finished... or is it?



## REESE

Reece is one tough mother. He's packing a tasty jack hammer and will use it on your head without any problems. You really need to use the room to its full advantage or risk getting blasted to kingdom come. A good play is to use proxy mines. To do this, run as far away from him as possible and drop the mine. Now move back from the mine and let Reece come towards you. You may take a bit of damage, but he will take much more if the mine hits.



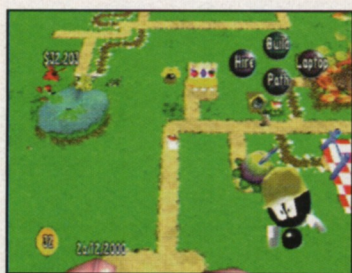


## Theme Park World

The hardest part of **building your park is the start**. Questions such as **where to put your rides and stalls**, how many staff to employ and how to **lay the park out** will have you **umming and ahing...**







## IT'S A RIP-OFF

Side shows are a vital means of raising money, but the visitors to your park are no fools. Try to rip them off and they will vote with their feet. The safest way to avoid this is not to mess with the odds by more than a couple of percent. Once you have more than one of each type of side show, you may want to experiment a little by lengthening the odds dramatically while also increasing the value of the prize. But be careful – once people start complaining, lower the odds. Of the various options available, arcades are probably the most lucrative. Placed near the entrance, they will soon have fools parting with their money, and boosting your profits into the bargain!



## Where to Start

Initially you've only got a few rides, shops and sideshows to choose from, but even with these limited resources you can build a profitable park. Amongst your starting list of rides at each park (or in the first research group) is a real star attraction. It's not hard to spot – it's the expensive one! Your strategy should be based around this first big ride, because that's the one all of those eager customers are going to want to get on.

A roller coaster or other big ride may be your star attraction, but it doesn't earn you enough money – nor do any of the rides. It's the shops and sideshows that keep your accountants happy, so direct your customers there.

Place your main attraction well back in the park and make sure that the route to it winds past every other ride, shop and sideshow. Give those eager little human piggybanks every opportunity to wander into a shop and hand over some cash. Don't worry about duplicating shops or

sideshows; you're going to need lots of each of them. Just don't put two of the same next to each other. Put a drinks shop next to a fries shop since all of those salty fries will make customers thirsty... and help your drink sales too!

You may be tempted to have a wide-open layout to your park and give customers lots of room with a nice grid system to get around easily. That's all very nice, but it won't help your profits. If you plan things that way, you'll be left with areas of your park that turn into barren wastelands left to rust, with unused rides and shops that treat customers like an endangered species. That cute, bouncy dinosaur castle may delight the kids when you first open, but no one's going to make a detour for a bounce on dino when there's a Gorilla Thrilla in town!

## Staff

The most important people in your park are not the visitors, as you may think, but those you actually employ. Without them, you will never achieve the success your fine ideas deserve, so look after these guys. Contrary to what the manual says, the staff of your park will never go on strike. This does not mean that you can take advantage of them, however, as a poorly motivated work force will accomplish little.

## Cleaners

Cleaners pick up all of the rubbish that customers leave lying around the park

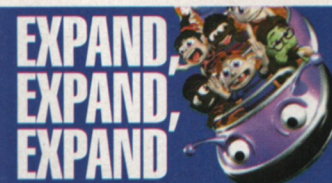
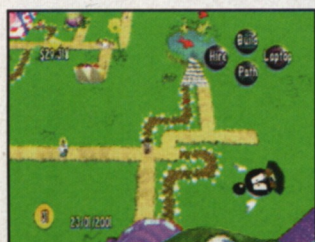


and also clean out the toilets. They play a crucial role in keeping your customer happiness levels high. Visitors hate mess and they hate dirty toilets even more – either one can make them leave the park in a hurry, so an efficient cleaning crew is vital.

The more skillful your cleaners, the better their performance in a number of ways. They clean quicker, are idle for less time, recuperate quicker in the staff room, and they can detect litter from further away. More skilled

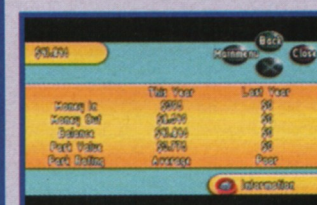






The most difficult part of *Theme Park World* is to increase the size of your park without going bust in the process. The more foolhardy amongst you will no doubt be chomping at the bit to borrow from the bank to finance your grand plan. This is not recommended. Loans are only a short-term solution, and you will end up paying more money in interest rates than you borrowed.

Instead, wait until you can afford to finance expansion with the money your park is making. This takes longer, but it will be based on a secure financial footing. Whether you take out a loan or not, it is best to set yourself a minimum figure, below which you will stop spending. This is probably best set at around \$10,000.



cleaners will also recover happiness quicker – handy for avoiding industrial unrest. Eighty dollar cleaners are quite adequate for any park, but anything below that really needs training. One hundred dollar cleaners are eight times quicker than sixty dollar ones and can detect litter more than twice as far away.

Cleaners aren't that expensive, so don't give them too large an area to patrol. Make sure toilets and areas around shops and rides are particularly well covered. Don't forget that you may not be able to see the rubbish, but every inch of your park will need cleaning.

## Mechanics

Mechanics keep your rides in working order – a crucial task in every park. Rides suffer wear and tear every time they are used, even if their settings are slow and for a low ride capacity. Every so often the ride will have to be closed down for repairs by a mechanic. Mechanics also upgrade your rides to the

next level once your scientists have researched the improvements, so without them you can't run a park for long.

Skilled mechanics will fix and upgrade rides quicker, and that's very important, because every second your ride is shut down, you're losing potential customers and lowering their happiness level. As with all of the employees, a more skilled mechanic will spend less time being idle, will recuperate quicker in the staff room, and recover happiness quicker.

## Entertainers

Entertainers are the least essential members of your team, but they can have some very positive effects on the customers. By entertaining the kids, they will keep them happy, keep them in the park longer, and send them home happy – and a lot poorer! Besides, they're quite cheap and come in several different costumes for each of the worlds.

More skillful entertainers can not only spot a miserable kid from further

away, but when they launch into their showbiz skills – or just waggle around in a foam costume – they make people happy over a wider area. A one hundred dollar entertainer can home in on a sad kid nearly twice as far away as a sixty dollar one, and he'll cheer up all of the people nearby more than twice as much. The one hundred dollar entertainer will even perform their act nearly four times as fast. Don't forget that they'll also recover faster and be idle less.

Entertainers are ideal for setting up on patrol routes. Every time they run into a customer they'll go into their act and cheer the place up. They're cheap







as well, so give them relatively small and heavily populated areas to work in. If you've got isolated areas of your park, it's still worth having an entertainer covering them, but give them a bigger patrol area if it's a less well-visited zone.

## Guards

If there's any bother in the park, the guards will track the culprit down, stick them in a big sack, toss it over their shoulder, and bodily remove the miscreant via the front gate – and no refund! Having this security around makes the customers feel safe and happy, so they can relax and enjoy their fun.

A guard without much skill will give up on chasing a young tearaway much quicker than a better-trained guard. A \$160 guard will pursue scallywags for more than twice as long as a \$120 guard, and that's the sort of dedication to duty you want. Training will also mean they recover quicker and spend less time being idle.

Of all of the staff, the guards are probably the most important to put on



## DRESSING UP

One very easy way to judge how happy your customers are is to build costume shops and balloon shops. The happier customers are, the more products they will buy from these stores. This gives you an at a glance guide to how you are getting on. Of course, they also increase your profits, so build plenty of them to keep those figures looking healthy.



regular patrol routes. You don't want to have to track down troublemakers yourself; it's far too difficult and you just want the nearest guard to home in and nab the ruffian. Make sure the whole park is covered, but allow your guards to have quite a large patrol area. Don't forget to use security cameras in conjunction with your guards, particularly in the most heavily used areas of the park.

## Scientists

Scientists enable you to research new rides, shops, sideshows, and other items. You don't need them to run the park, but you do need them if you want your park to grow and be exciting. However, once you've researched everything you can quite happily sack them all and reduce the wage bill by a load!

They are as expensive as the mechanics to pay, but at least you know you can get rid of them later. The more you train them, the quicker you'll be able to fire them. The more skillful the scientist, the longer they will work and the quicker they will research things. A \$300 scientist has twice the researching ability of a \$180 one and works for more than twice as long. Plus, of course, they recover faster and don't laze around as much.



It doesn't matter where you put your scientists; they'll do the job wherever they are in the park.

## Kids

Once you have your staff working to their full potential, the next thing you need to think about are the kiddies that will be running around looking for excitement.

Keeping the kids happy at the lowest possible cost is the aim of all theme parks. As they wander around, you'll







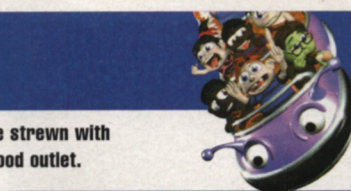
## HOT DOGGING

Food and drink stalls are also important to the success of your park. Customers will be hungry and thirsty after tramping all over the place and you will need to cater to their needs. Make sure you do. As a general rule of thumb, you should try to have one burger or fries stall and one drinks shop on every screen. Try to avoid placing them too near to exciting rides like roller coasters or you will be forever mopping up vomit. Scatter restaurants and ice cream shops a little more sparsely, but still make sure that you have plenty of them.

Unless you want your park to be strewn with litter, build a litter bin near every food outlet.

This will not eliminate the litter problem completely, but it will make life much more manageable for those underpaid patrolling cleaners.

One final sneaky trick is to raise the salt content in your fries, making people thirsty so they will head for your drinks shops!



see thought balloons or bubbles appear above their heads. This shows what they are currently thinking. These provide vital clues as to what you're doing right, what you're doing wrong and which cost-cutting measures you're getting away with.

### Confused

When kids are confused, they cannot find their way to or from somewhere. This is most commonly seen when queues and exit routes are cut. If you see it, check that all of your rides are properly connected and that no paths have been cut. This most often occurs during expansion when paths and queues can be accidentally broken as new structures and features are placed. To track down the source, use the binocular icons to spy on the kid in question.

### Dissatisfied

This is perhaps the most important thought bubble of them all. It warns you

that some element of your park management strategy is going wrong, but it's not yet critical enough to cause outright unhappiness. The primary grounds for this condition are high prices, lack of entertainers, too little security, and a lack of atmospheric features. Improve these elements and you'll be fine.

### Happy

If you're seeing smiley faces, then you're providing a good park and should be proud of yourself. A few of these far outweigh many more negative thoughts and really help bump up the park's overall happiness rating. Unless you're chasing a challenge prize, it does indicate that there is room to cut a few more corners — fattier burgers, higher balloon prices, etc. — in order to maximise profit.

### Hungry and Thirsty

Most directly, this indicates that they can't find the shops, but it can also

show that your prices are too high when they do locate them. The remedies are to build more shops, move your existing ones closer to your major attractions, or cut the prices.

### Hungry

A simpler version of Hungry and Thirsty, this thought doesn't only indicate a total lack of food shops but can also reflect a lack of variety. Kids cannot live by burgers alone; they need fries, ice cream, and sixty dollar steaks. So if you're getting this thought, build more food shops and start researching to gain access to the full range of food outlets.

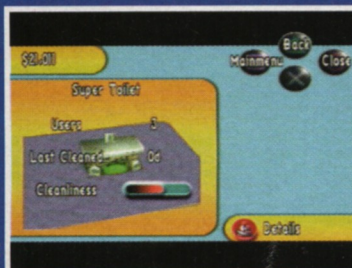
### Messy

In the short term, pick up a cleaner and drop them at the site of the litter/mess. Then get proactive and set patrol routes for your cleaners that concentrate on the main thoroughfares. Finally, dot a few litter



## THE SMALLEST ROOM

There probably isn't a polite way to broach the subject, so it is best to just come straight out and say it. Everyone needs the toilet from time to time. Even the Queen, despite what you may have heard. Visitors to your park are no exception, so you should make sure that they are well catered for by placing toilets at regular intervals. The toilet you have access to at the start of the game is little more than a wooden hut with a hole in the ground, and it will quickly become rather pongy. Well, think about it; fatty food and stomach-churning rides make sure that theme park toilets are never the most alluring of places.







bins about the park so the kids can help you keep the park tidy.

## Pleased

This is a bit of a backhanded compliment, as it means that the kids think they're getting good value for money but aren't having fun. Hiring more entertainers, refining their patrol routes, and improving their training best solves this problem. In addition, you can place a few features (speakers, fireworks, fountains, etc.), build costume shops, increase security coverage, or add a new ride. Only go for the new ride option if you're getting hordes of kids thinking this.

## Queues

Almost the inverse of "Pleased", this thought shows that you are on the right track with your park. The kids like your rides but they aren't prepared to wait to get on them. This can be caused by poor traffic planning — for example, if you've put a big coaster queue right alongside the park



entrance — or sheer volume of customers. If you're being plagued by this thought, try building a major new ride to draw some kids away or upgrade surrounding rides so that they become temporarily more attractive and help disperse the crowd.

## Scared

This means that the rides you've spent vast amounts of cash on are too exciting. Tuning down your rides to be less thrilling may affect your park's popularity, so the only real solution is to build some of the less exciting rides — bouncy castles, merry-go-rounds etc.

## Feeling Sick

This interesting little thought has three very different causes — food quality, the excitement quotient of rides, and park hygiene. The food side is easily dealt with by tempering your greed and lowering the amount of fat in burgers. The thrill factor side takes you back to the same dilemma as with 'Scared'. It's possible to dampen the speed and duration of your rides, but that's far from ideal. As for hygiene, just clean the toilets and mop up any pools of vomit on the sidewalk. Cleaner training is perhaps the best overall solution, so that your janitors are fast, eager and able to treat the symptom even if they can't solve the problem.

## Thirsty

If the kids are thirsty, it means your drinks shops are either hard to find/non-existent, the prices are too high, or there's too much ice. In response, move your drinks shops next to big ride attractions, build new outlets, and check the ice/price equation. All of these food and beverage thoughts indicate that the kids want to give you money, so it

## CHALLENGES

When you are offered a challenge, only accept it if you are confident you will succeed. The easiest ones are to sell a required amount of burgers or ice-creams in a set time period (six months). Simply drop your sale price to \$1 above the purchase price and then raise them back to the normal price once the challenge has been officially completed.



would be rude not to give them the opportunity.

## Need the Toilet

Build more toilets throughout your park. The more there are and the better they are distributed, the happier the customers will be. A high ratio of bathrooms will also lower the impact of unclean toilets and perhaps offset some of the problems caused by sickness — they'll have somewhere to puke.

## Unhappy

The visitors aren't having fun, but they've no specific problem. Adding a few aesthetic features, giving more attention to park cleanliness, increasing security and dropping prices can sort it out. Parachuting in an entertainer or tweaking their patrol route can also solve the problem. Importantly, though, check to see if the unhappy customer is still in the park. If not, then they have impacted on your rating and there's nothing you can do about it. If they're still present, then there's still the chance to get them spending — and an unhappy dollar is exactly the same value as a happy dollar, it's just harder to extract!





# DIRECTORY

Bigger, bolder and **more comprehensive than ever**, our **A-Z Directory** is an ideal buyer's **guide for software**, in addition to the latest **CD and DVD releases** and more.

## 1942 CAPCOM COLLECTION 78%

Genre: Shoot 'em-up  
Publisher: Capcom • Players: 1-2  
Comment: Ass-kicking vertical retro shooter.

## 360° 37%

Genre: Racing/Shoot 'em-up  
Publisher: Cryo • Players: 1-2  
Comment: Below average hover racing but nice water!

## 40 WINKS 69%

Genre: Platform  
Publisher: Infogrames • Players: One  
Comment: Bog-standard kiddies platformer.



## A BUG'S LIFE 58%

Genre: Platformer  
Publisher: Sony • Players: One  
Comment: Shallow 3D platformer with movie tie-in.



## ABE'S EXODUS 93%

Genre: Platformer  
Publisher: GT Interactive • Players: 1-2  
Comment: Devious puzzle platformer that will rob hours.

## ABE'S ODYSSEE 90%

Genre: Platformer  
Publisher: GT Interactive • Players: 1-2  
Comment: The saviour of the 2D platform/puzzler.

## ACE COMBAT 2 68%

Genre: Flight sim  
Publisher: Namco • Players: One  
Comment: Better than the original, but still not to everyone's tastes.

## ACE COMBAT 3 86%

Genre: Flight Sim  
Publisher: Namco • Players: 1-2  
Comment: Great-looking, extremely playable flight sim.

## ACTION MAN 42%

Genre: Action/Automotive combat  
Publisher: Hasbro • Players: One  
Comment: Cool toy turned into a very crap game.

## ACTUA GOLF 82%

Genre: Sports Sim  
Publisher: Gremlin • Players: 1-4  
Comment: A playable golf simulation.

## ACTUA GOLF 2 84%

Genre: Sports Sim  
Publisher: Gremlin • Players: 1-4  
Comment: Very good sequel, possibly the best golf sim.

## ACTUA GOLF 3 72%

Genre: Sports Sim  
Publisher: Gremlin • Players: 1-4  
Comment: A few new touches but more of the same.

## ACTUA ICE HOCKEY 61%

Genre: Sports Sim  
Publisher: Gremlin • Players: 1-4  
Comment: Pretty average. You'll find better elsewhere.

## ACTUA ICE HOCKEY 2 61%

Genre: Sports Sim  
Publisher: Gremlin • Players: 1-2  
Comment: No real improvement on the first one.

## ACTUA SOCCER 58%

Genre: Sports Sim  
Publisher: Gremlin • Players: 1-4  
Comment: Has had its time at the top, long ago.

## ACTUA SOCCER 2 57%

Genre: Sports Sim  
Publisher: Gremlin • Players: 1-4  
Comment: Not as good as expected.

## ACTUA SOCCER 3 79%

Genre: Sports Sim  
Publisher: Gremlin • Players: 1-2  
Comment: Playable yet falls short of ISS '98 & FIFA'99.

## ACTUA TENNIS 50%

Genre: Sports Sim  
Publisher: Gremlin • Players: 1-4  
Comment: Better get Smash Court Tennis, instead.

## ADIDAS POWER SOCCER 37%

Genre: Sports Sim  
Publisher: Psygnosis • Players: 1-4  
Comment: Worse than average. Find better elsewhere.

## ADIDAS POWER SOCCER '97 44%

Genre: Sports Sim  
Publisher: Psygnosis • Players: 1-4  
Comment: Okay, new teams, but we're not there yet.

## ADIDAS POWER SOCCER '98 53%

Genre: Sports Sim  
Publisher: Psygnosis • Players: 1-4  
Comment: A little improvement but don't get excited.

## AGENT ARMSTRONG 66%

Genre: Shoot 'em-up  
Publisher: Virgin • Players: One  
Comment: Un-interesting platform fodder, mindless fun.

## AGILE WARRIOR 61%

Genre: Shoot 'em-up  
Publisher: Virgin • Players: One  
Comment: Not recommended to anyone at all.

## AIRONAUTS 71%

Genre: Shoot 'em-up  
Publisher: Take 2 • Players: One  
Comment: Above average flying game - fun for a while.

## AKUJI THE HEARTLESS 79%

Genre: Adventure  
Publisher: Eidos • Players: One  
Comment: Tomb Raider influenced voodoo adventure.

## ALIEN TRILOGY 50%

Genre: Shoot 'em-up  
Publisher: Acclaim • Players: One  
Comment: Great license, poor result disappointing.

## ALL STAR SOCCER 10%

Genre: Sports Sim  
Publisher: Eidos • Players: 1-2  
Comment: One of the worst without a doubt.

## ALL STAR TENNIS '99 71%

Genre: Sports Sim  
Publisher: Ubi Soft • Players: 1-4  
Comment: Better than Actua Tennis, but what isn't?

## ALLIED GENERAL 68%

Genre: Strategy  
Publisher: Mindscape • Players: One  
Comment: Not the best, choose a C&C game instead.

## ALONE IN THE DARK 65%

Genre: Adventure  
Publisher: Infogrames • Players: 1-2  
Comment: A pioneering adventure game, now dated.

## ALUNDRA 85%

Genre: RPG  
Publisher: Psygnosis • Players: One  
Comment: Way up with the best of them.

## ANIMAL TETRIS 66%

Genre: Puzzle  
Publisher: Virgin Interactive • Players: 1-2  
Comment: Mediocre puzzler that's not even Tetris!

## ANDRETTI RACING 58%

Genre: Racing  
Publisher: EA • Players: 1-2  
Comment: Pretty average, good two-player mode.

## ANNA K'S SMASH C.T TENNIS 88%

Genre: Sports Sim  
Publisher: Sony • Players: 1-4  
Comment: Same as Smash Court Tennis 2 - great fun!

## APE ESCAPE 93%

Genre: Platformer  
Publisher: Sony • Players: One  
Comment: A true leap forward for the platform genre.

## APOCALYPSE 71%

Genre: Shoot 'em-up  
Publisher: Activision • Players: One  
Comment: Visually impressive but shallow shoot 'em-up.

## AQUANAUT'S HOLIDAY 54%

Genre: Adventure  
Publisher: Sony • Players: One  
Comment: Average aquatic adventure.

## ARCADE'S GREATEST HITS 60%

Genre: Various  
Publisher: GT Interactive • Players: 1-2  
Comment: Not sure about all that retro stuff!

## ARCADE PARTY 37%

Genre: Retro compilation  
Publisher: Midway • Players: 1-2  
Comment: Some fond memories, but no good without the proper hardware.

## AREA 51 30%

Genre: Shoot 'em-up  
Publisher: GT Interactive • Players: 1-2  
Comment: Ugly and old shooting game.

## ARK OF TIME 24%

Genre: Adventure  
Publisher: Take 2 • Players: One  
Comment: Point 'n' click adventure game. Poor.

## ARMOURED CORE 55%

Genre: Shoot 'em-up  
Publisher: Sony • Players: 1-2  
Comment: Vacant 3D mecha romp which is too short.

## ARMY MEN 3D 72%

Genre: Shoot 'em-up  
Publisher: 3DO • Players: 1-2  
Comment: Nothing out standing, but a fun, if tough, game.

## ARMY MEN: AIR ATTACK 81%

Genre: Shoot 'em-up  
Publisher: 3DO • Players: 1-2  
Comment: Borrowing from EA's Strike series, but with a more arcadey slant.

## ASSAULT 59%

Genre: Shoot 'em-up  
Publisher: Telstar • Players: One  
Comment: Slightly dodgy mix of One and Contra.

## ASSAULT RIGS 74%

Genre: Shoot 'em-up  
Publisher: Psygnosis • Players: 1-2  
Comment: Battle Tank spin-off, mirroring Tron.

## ASTERIX 22%

Genre: Strategy  
Publisher: Infogrames • Players: One  
Comment: Tedium exemplified, unlike the books.

## ASTEROIDS 68%

Genre: Shoot 'em-up  
Publisher: Activision • Players: 1-2  
Comment: Okay revamp of old school coin-op.

## ATARI CLASSICS 61%

Genre: Various  
Publisher: GT Interactive • Players: One  
Comment: Same as before - more retro stuff.



## THE ESSENTIAL MIX

If you own a PlayStation (and if not, you've only gone and bought the wrong mag - doh!), then here's the best of each genre that you quite simply can't be doing without - take it from us.

**BEAT 'EM-UP: TEKKEN 3**  
**SHOOT 'EM-UP: BIOHAZARD: GUN SURVIVOR**  
**RACING: GRAN TURISMO 2**  
**PLATFORMER: SPYRO 2**  
**SPORTS SIM: WWF SMACKDOWN**

**PUZZLE: BUST-A-MOVE 4**  
**STRATEGY: WARZONE 2100**  
**RPG: FINAL FANTASY VIII**  
**ADVENTURE: SYPHON FILTER 2**  
**MISCELLANEOUS: MUSIC 2000**

### ATLANTIS 20%

Genre: Adventure  
 Publisher: Cryo • Players: 1  
 Comment: Dull as hell adventure game.

### AUTO DESTRUCT 80%

Genre: Racing  
 Publisher: EA • Players: One  
 Comment: Enjoyable racer with an added bonus: combat.

### AYRTON SENNA'S KART DUEL 35%

Genre: Racing  
 Publisher: Ocean • Players: 1-2  
 Comment: Poor Ayrton must be well marked with this.

### AZURE DREAMS 27%

Genre: RPG  
 Publisher: Konami • Players: One  
 Comment: Forget about it! Another dull RPG.

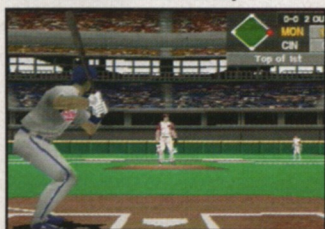
## B

### BABY UNIVERSE 14%

Genre: Random Video Generator  
 Publisher: Sony • Players: One  
 Comment: Not worth the money, very limited.

### BASEBALL 2000 63%

Genre: Baseball sim  
 Publisher: Interplay • Players: 1-2  
 Comment: Minimalist and a bit dull really.



### BATMAN FOREVER 1%

Genre: Beat 'em-up  
 Publisher: Acclaim • Players: 1-2  
 Comment: One of the worst games of all time!

### BATMAN AND ROBIN 65%

Genre: Adventure  
 Publisher: Acclaim • Players: One  
 Comment: Well average 3D cartoon romp.

### BATTLE STATIONS 56%

Genre: Strategy  
 Publisher: EA • Players: 1-2  
 Comment: Fighting game using warships. Hmm...

### BALLBLAZER CHAMPIONSHIP 68%

Genre: Sports Sim  
 Publisher: Virgin • Players: 1-2  
 Comment: Update of the classic C64 future sports sim.

### BATTLE ARENA TOSHINDEN 58%

Genre: Beat 'em-up  
 Publisher: Sony • Players: 1-2  
 Comment: Graphically pleasing but shallow 3D beat 'em-up.

### BATTLE ARENA TOSHINDEN 2 47%

Genre: Beat 'em-up  
 Publisher: Sony • Players: 1-2  
 Comment: Follow-up fails to sort out original's flaws.

### BATTLE ARENA TOSHINDEN 3 53%

Genre: Beat 'em-up  
 Publisher: Sony • Players: 1-2  
 Comment: Oh please, a little better but not good enough.



### BEATMANIA

In its original arcade incarnation, this was a massive hit in its native Japan, where extra kudos was given to anyone who could get the biggest combos (the highest amount of perfect notes hit in succession). While the original bias towards cheesy Japanese pop-dance was not everyone's cup of tea, this UK version has been tweaked to include more recognisable tracks from Moloko and Claudio Coccoluto, amongst others. Essentially, while this may be little more than a dance music Simon Says... and may not be as interactive as many would like it to be, it's bloody great fun for one or two players. Not much use without the proper Beatmania pad, though.

### BEATMANIA 73%

Genre: Music game  
 Publisher: Konami • Players: 1-2  
 Comment: Entertaining, yet specialized dance music arcade conversion.

### BEDLAM 68%

Genre: Strategy/Action  
 Publisher: Acclaim • Players: One  
 Comment: Not up to the standard of Syndicate Wars.

### BIG AIR 33%

Genre: Sports Sim  
 Publisher: EA • Players: 1-2  
 Comment: As much fun as bungee jumping off a cliff without the rope.

### BIO F.R.E.A.K.S 72%

Genre: Beat 'em-up  
 Publisher: GT Interactive • Players: 1-2  
 Comment: Bloody battles. Not bad title. Great designs.

### BLACK DAWN 74%

Genre: Helicopter Sim  
 Publisher: EA • Players: One  
 Comment: Will keep you entertained for a while.

### BLAM! MACHINE HEAD 72%

Genre: Shoot 'em-up  
 Publisher: Core • Players: One  
 Comment: Interesting 3D shooting, bizarre visuals.

### BLAST CHAMBER 78%

Genre: Action/Adventure  
 Publisher: Activision • Players: 1-4  
 Comment: Multiplayer mix of platforms and puzzles.

### BLAST RADIUS 77%

Genre: Shoot 'em-up  
 Publisher: Psygnosis • Players: One  
 Comment: A visual treat without the gameplay to match.

### BLASTO 67%

Genre: Platformer  
 Publisher: Sony • Players: One  
 Comment: Very slow. Nothing special at all.

### BLAZE & BLADE 62%

Genre: RPG  
 Publisher: Funcom • Players: 1-4  
 Comment: Decidedly average RPG for hard-core fans only.

### BLAZING DRAGONS 64%

Genre: Adventure  
 Publisher: BMG • Players: One  
 Comment: Lacking in the polish and wit of its rivals.

### BLOODLINES 47%

Genre: Futuristic Sports  
 Publisher: Sony • Players: 1-4  
 Comment: Inferior derivative of Dead Ball Zone.

### BLOODSPORT 52%

Genre: Sports Sim  
 Publisher: Sony • Players: 1-4  
 Comment: Unfortunately another disappointment.

### BLOODY ROAR 83%

Genre: Beat 'em-up  
 Publisher: Virgin • Players: 1-2  
 Comment: Excellent Altered Beast influenced beat 'em-up

### BLOODY ROAR 2 80%

Genre: Beat 'em-up  
 Publisher: Virgin • PLAYERS: 1-2  
 Comment: More characters, it would've been better.

### B-MOVIE 72%

Genre: Shoot 'em-up  
 Publisher: GT Interactive • Players: One  
 Comment: G-Police with a kitsch twist (Good).

### BOMBERMAN 86%

Genre: Puzzle  
 Publisher: Virgin • Players: 1-4  
 Comment: All his old escapades in one game.

### BOMBERMAN FANTASY RACE 31%

Genre: Racing  
 Publisher: Virgin • Players: 1-2  
 Comment: Just plain arse!

### BOMBERMAN WORLD 88%

Genre: Puzzle  
 Publisher: Sony • Players: 1-4  
 Comment: Addictive maze-based multi-player bombing.

### BRAHMA FORCE 60%

Genre: Shoot 'em-up  
 Publisher: JVC • Players: One  
 Comment: Very poor 3D shooter, lacking in originality.

### BRAVE FENCER MUSASHINDEN 73%

Genre: RPG  
 Publisher: Square • Players: One  
 Comment: Above average RPG adventure.

### BREAK POINT TENNIS 32%

Genre: Tennis Sim  
 Publisher: Ocean • Players: 1-2  
 Comment: You're better off with Smash Court Tennis.

### BREATH OF FIRE III 84%

Genre: RPG  
 Publisher: Ocean • Players: 1  
 Comment: An old school RPG that's still fresh.

### BRIAN LARA CRICKET 76%

Genre: Sports Sim  
 Publisher: Codemasters • Players: 1-4  
 Comment: Strictly for die hard cricket buffs.

### BROKEN SWORD 73%

Genre: Adventure  
 Publisher: Sony • Players: One  
 Comment: Engrossing point-and-click affair.

### BROKEN SWORD 2 81%

Genre: Adventure  
 Publisher: Sony • Players: One  
 Comment: A good improvement on the first one.

### BUBBLE BOBBLE 62%

Genre: Puzzle  
 Publisher: Acclaim • Players: One  
 Comment: Teaming of two classic platform adventures.

### BUBBLE BOBBLE 2 77%

Genre: Platform  
 Publisher: Virgin • Players: One  
 Comment: More bubbles and more bobbles to pop.

### BUBSY 3D 11%

Genre: Platformer  
 Publisher: Teistar • Players: One  
 Comment: Don't even bother.

### BUGS BUNNY: LOST IN TIME 59%

Genre: Platformer  
 Publisher: Infogrames  
 Comment: Formulaic 3D platformer.

### BUG RIDERS 17%

Genre: Racing  
 Publisher: GT Interactive • Players: 1-2  
 Comment: Very, very poor pseudo-racing. Belief. Avoid.

### BUGGY 59%

Genre: Racing  
 Publisher: Gremilin • Players: 1-2  
 Comment: Aesthetic but barely adequate racer.

### BURNING ROAD 62%

Genre: Racing  
 Publisher: Sunsoft • Players: One  
 Comment: A Daytona-a-like but a lot worse.

### BUSHIDO BLADE 85%

Genre: Beat 'em-up  
 Publisher: Sony • Players: 1-2  
 Comment: Square redefine the beat 'em-up.

### BUSHIDO BLADE 2 88%

Genre: Beat 'em-up  
 Publisher: Square • Players: 1-2  
 Comment: Better than the first one.

### BUST-A-GROOVE 88%

Genre: Dance 'em-up  
 Publisher: Sony • Players: 1-2  
 Comment: Perfect après-club entertainment.

### BUST-A-MOVE 2 89%

Genre: Puzzle  
 Publisher: Acclaim • Players: 1-2  
 Comment: Addictive and deceptively simple puzzler.

### BUST-A-MOVE 3 90%

Genre: Puzzle  
 Publisher: Acclaim • Players: 1-2  
 Comment: Addictive puzzler - buy it now.

### BUST-A-MOVE 4 78%

Genre: Puzzle  
 Publisher: Acclaim • Players: 1-2  
 Comment: There's life in the old dog yet... just.

## C

### CARMAGEDDON 24%

Genre: Automotive combat  
 Publisher: SCI • Players: 1-2  
 Comment: Sci should be flogged to within an inch of their lives for this.

### CARDINAL SYN 78%

Genre: Beat 'em-up  
 Publisher: Sony • Players: 1-2  
 Comment: Gore filled fights less amusing than slaps.



## CARNAGE HEART 62%

Genre: Action/Strategy  
Publisher: Sony • Players: One  
Comment: Quite disappointing. Could have been better.

## CASPER 50%

Genre: Adventure  
Publisher: Sony • Players: One  
Comment: Not bad for the kids. A bit hard maybe.

## CASTLEVANIA 80%

Genre: Platformer  
Publisher: Konami • Players: One  
Comment: Fans of the series will lap this up.

## CASTROL HONDA SUPERBIKE RACING 45%

Genre: Motorbike racing sim  
Publisher: THQ • Players: 1-2  
Comment: Seen it all before and much better.

## CENTPEDE 18%

Genre: Shoot 'em-up  
Publisher: Hasbro • Players: One  
Comment: This is just so lame!

## CHEESY 6%

Genre: Platformer  
Publisher: Ocean • Players: One  
Comment: I think not!

## CHESSMASTER 37%

Genre: Strategy  
Publisher: Mindscape • Players: 1-2  
Comment: A real board will do a better job!

## CHILL 51%

Genre: Sports Sim  
Publisher: Eidos • Players: One  
Comment: The worst of a bad bunch, avoid.

## CHRONICLE OF THE SWORD 20%

Genre: Adventure  
Publisher: Psygnosis • Players: One  
Comment: Hmmm, not convinced at all.

## CIRCUIT BREAKERS 82%

Genre: Racing  
Publisher: Mindscape • Players: 1-4  
Comment: Good fun but lacks the wow factor.

## CITY OF THE LOST CHILDREN 60%

Genre: Adventure  
Publisher: Psygnosis • Players: One  
Comment: Adaptation of the cult French movie.

## CIVILIZATION II 82%

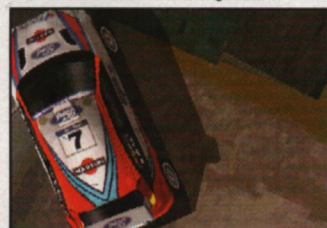
Genre: Resource Management  
Publisher: Activision • Players: One  
Comment: Slow but immersive take on PC classic.

## CLOCK TOWER 61%

Genre: Adventure  
Publisher: ASCII • Players: One  
Comment: Leisurely paced point and click adventure.

## COLIN MCRAE RALLY 93%

Genre: Racing  
Publisher: Codemasters • Players: 1-2  
Comment: The most authentic driving model.



## COLONY WARS 88%

Genre: Shoot 'em-up  
Publisher: Psygnosis • Players: One  
Comment: Space-based blend of strategy and blaster.

## COLONY WARS: VENGEANCE 88%

Genre: Shoot 'em-up  
Publisher: Psygnosis • Players: One  
Comment: Pretty, vast and challenging.

## COMMAND AND CONQUER 89%

Genre: Strategy  
Publisher: Virgin • Players: One  
Comment: PC strategy romp, relocated to the PSX.

## C&C: RED ALERT 80%

Genre: Strategy  
Publisher: Virgin Interactive • Players: 1-2  
Comment: A moderate sequel to a great game.

## C&C RETALIATION 90%

Genre: Strategy  
Publisher: Virgin • Players: 1-2  
Comment: More of the same, but better.

## COLONY WARS: RED SUN 78%

Genre: Shoot 'em-up  
Publisher: Sony • Players: One  
Comment: A decent enough space blaster, but not much different.

## CONTRA: LEGACY OF WAR 57%

Genre: Shoot 'em-up  
Publisher: Konami • Players: 1-2  
Comment: Top down shoot 'em-up, with nostalgic charm.

## CONSTRUCTOR 59%

Genre: Strategy  
Publisher: GT Interactive • Players: One  
Comment: Boring PC god-game conversion.

## COOLBOARDERS 63%

Genre: Sports Sim  
Publisher: Sony • Players: One  
Comment: Limited snowboard racer.

## COOLBOARDERS 2 71%

Genre: Sports Sim  
Publisher: Sony • Players: 1-2  
Comment: Bettered only by Coolboarders 3 to date.

## COOLBOARDERS 3 78%

Genre: Sports Sim  
Publisher: Sony • Players: 1-2  
Comment: Best snowboarding game on the PSX yet.

## COOLBOARDERS 4 74%

Genre: Sports sim  
Publisher: Sony • Players: 1-2  
Comment: Improvements? Affirmative. Seen it all before? Yup.



### COOLBOARDERS 4

While there's new stunts to be learned and a whole load of new courses, there's precious little else that is new here, with the general experience being extremely similar to the third instalment in terms of graphics, gameplay, and pretty much everything else, really. Inevitably then, while this is perfectly adequate compared to its direct competition, *Cool Boarders 4* is difficult to recommend to anyone other than extreme snowboarding fanatics, or anyone who never bought the rest in the series. An above average update, yet unlikely to set the world alight with excitement.

## COURIER CRISIS 24%

Genre: Racing/Action  
Publisher: BMG • Players: One  
Comment: Dross of the highest order

## CRASH BANDICOOT 82%

Genre: Platformer  
Publisher: Sony • Players: One  
Comment: Platformer in 'pseudo 3D still fun' shocker.

## CRASH BANDICOOT 2 85%

Genre: Platformer  
Publisher: Sony • Players: One  
Comment: They do say the more, the merrier.

## CRASH BANDICOOT 3: WARPED 88%

Genre: Platformer  
Publisher: Sony • Players: One  
Comment: Much more variety than the previous two.

## CRASH TEAM RACING 92%

Genre: Racer  
Publisher: Sony • Players: 1-4  
Comment: PlayStation's Mario Kart-beater? Could well be...

## CRIME KILLER 70%

Genre: Racing  
Publisher: Interplay • Players: 1-2  
Comment: 3D cop racing/blasting action.

## CRITICAL DEPTH 58%

Genre: Shoot 'em-up  
Publisher: GT Interactive • Players: 1-2  
Comment: Twisted Metal under water.

## CRITICOM 54%

Genre: Beat 'em-up  
Publisher: Virgin • Players: 1-2  
Comment: Weapons-based 3D combat romp.

## CROC 79%

Genre: Platformer  
Publisher: EA • Players: One  
Comment: Enjoyable 3D platform kids' adventure.

## CROC 2 85%

Genre: Platformer  
Publisher: Fox Interactive • Players: One  
Comment: Charming, an improvement on the original.

## CROW 2: CITY OF ANGELS 30%

Genre: Adventure  
Publisher: Acclaim • Players: One game.  
Comment: Rubbish Final Fight clone.

## CRUSADER: NO REMORSE 18%

Genre: Shoot 'em-up  
Publisher: EA • Players: One  
Comment: Life is too short to spend time with this.

## CRYPT KILLER 10%

Genre: Shoot 'em-up  
Publisher: Konami • Players: 1-2  
Comment: Crap light gun game - arse!

## CYBERIA 42%

Genre: Adventure  
Publisher: EA • Players: One  
Comment: Outdated PC conversion.

## CYBER SLED 38%

Genre: Shoot 'em-up  
Publisher: Namco • Players: 1-2  
Comment: 3D tank game. Awful two-player mode.

## CYBERSPEED 11%

Genre: Racing  
Publisher: Mindscape • Players: One  
Comment: Not worth the bother.



### DEMOLITION RACER

While Psygnosis' *Destruction Derby* titles were both incredibly popular back in the PlayStation's infancy, the race 'em & smash 'em genre seemed to have been completely overlooked until Pitbull's *Demolition Racer* hit the scene. Offering the same delightfully nihilistic and beautifully simplistic gameplay values as its predecessors, the general premise remains much as before, i.e. race about, smashing the hell out of other cars. While it's not the prettiest of racing games around by a long shot, the pace is quick enough to ensure that you're kept on the edge of your seat throughout. Lack of cars and tracks coupled with dated graphics prevents this from being a classic, but it still has playability in droves.

## CYBER TIGER 80%

Genre: Golf sim  
Publisher: EA • Players: 1-4  
Comment: A more arcade approach than TW'99, and it pays off.



## D 32%

Genre: Adventure  
Publisher: Acclaim • Players: One  
Comment: Interactive movie, with no interaction - oops!

## DANCE, DANCE REVOLUTION 70%

Genre: Dance 'em-up  
Publisher: Konami • Players: 1-2  
Comment: Faithful conversion of arcade hit.

## DARK FORCES 51%

Genre: Shoot 'em-up  
Publisher: Virgin • Players: One  
Comment: Waste of the Star Wars license.

## DARKLIGHT CONFLICT 71%

Genre: Shoot 'em-up  
Publisher: EA • Players: One  
Comment: Elite-inspired spacey shoot-'em-up.

## DARK OMEN 92%

Genre: Strategy  
Publisher: EA • Players: One  
Comment: A great wargame for serious strategists.

## DARKSTALKERS 3 70%

Genre: Beat 'em-up  
Publisher: Capcom • Players: 1-2  
Comment: 2D beat-'em-ups are big in Japan. Allegedly.

## DAVIS CUP TENNIS 60%

Genre: Sports Sim  
Publisher: Teistar • Players: 1-2  
Comment: Not a good tennis simulation.

## DEAD BALL ZONE 92%

Genre: Sports Sim  
Publisher: GT Interactive • Players: 1-2  
Comment: Sport and violence in perfect harmony.



**DEAD OR ALIVE** 84%

Genre: Beat 'em-up  
Publisher: Sony • Players: 1-2  
Comment: A big bouncing breast 'em-up.

**DEATHTRAP DUNGEON** 70%

Genre: Adventure  
Publisher: Eidos • Players: One  
Comment: Imaginative Tomb Raider style hack 'em-up

**DEFCON 5** 35%

Genre: Action Adventure  
Publisher: Sony • Players: One  
Comment: Another pretty bad title not worth the time.

**DEMOLITION RACER** 77%

Genre: Racer  
Publisher: Infogrames • Players: 1-2  
Comment: A welcome alternative to the racing genre.

**DESCENT** 76%

Genre: Shoot 'em-up  
Publisher: Interplay • Players: 1-2  
Comment: 3D shooter with full freedom of movement.

**DESCENT 2** 60%

Genre: Shoot 'em-up  
Publisher: Interplay • Players: 1-2  
Comment: More of the same, but that's all.

**DESTRUCTION DERBY** 68%

Genre: Racing  
Publisher: Psygnosis • Players: 1-2  
Comment: Original but poorly realised wrecking racer.

**DESTRUCTION DERBY 2** 87%

Genre: Racing  
Publisher: Psygnosis • Players: One  
Comment: Enhanced sequel with finely tuned gameplay.

**DEVIL DICE** 78%

Genre: Puzzle  
Publisher: Sony • Players: 1-2  
Comment: A puzzler for black belt brainiacs.

**DEVIL'S DECEPTION** 31%

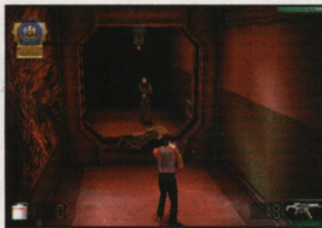
Genre: Adventure  
Publisher: Sunsoft • Players: One  
Comment: A bad attempt at a 3D RPG, which fails.

**DIABLO** 82%

Genre: Adventure  
Publisher: EA • Players: 1-2  
Comment: A decent PC port.

**DIE HARD TRILOGY** 84%

Genre: Three games in one  
Publisher: EA • Players: One  
Comment: Varied in quality but top-notch as a whole.



**DINO CRISIS** 92%

Genre: Action / Adventure  
Publisher: Virgin • Players: One  
Comment: Liked Resident Evil? You'll be wanting this then!

**DISCWORLD** 42%

Genre: Adventure  
Publisher: Psygnosis • Players: One  
Comment: A point 'n click adventure game.

**DISCWORLD 2** 42%

Genre: Adventure  
Publisher: Psygnosis • Players: One  
Comment: A sequel with the same style.

**DISCWORLD NOIR** 82%

Genre: Point and click adventure  
Publisher: GT Interactive • Players: One  
Comment: A cut above your average point and click adventure.

**DISRUPTOR** 78%

Genre: Shoot 'em-up  
Publisher: Interplay • Players: One  
Comment: Highly successful Doom clone.

**DIVER'S DREAM** 55%

Genre: Aquatic Adventure  
Publisher: Konami • Players: One  
Comment: Below average underwater romp.

**DODGEM ARENA** 74%

Genre: Futuristic Racing  
Publisher: Black Frier • Players: 1-4  
Comment: B-League Wipeout/Assault Rigs.

**DOOM** 90%

Genre: Shoot 'em-up  
Publisher: GT Interactive • Players: 1-2  
Comment: The original and best first-person blaster.

**DRAGONHEART** 1%

Genre: Adventure  
Publisher: Acclaim • Players: One  
Comment: Stick with the film.

**DRIVER** 92%

Genre: Driving Game  
Publisher: GT Interactive  
Comment: Superb 70s cop show kitsch - in game form.

**DUKE NUKEM** 70%

Genre: Action Adventure  
Publisher: GT Interactive • Players: 1-2  
Comment: Famous PC nutter converted to console.

**DUKE NUKEM : TIME TO KILL** 81%

Genre: Action Adventure  
Publisher: GT Interactive • Players: One  
Comment: Exciting but average sequel for the Dukester.

**DYNASTY WARRIORS** 75%

Genre: Beat 'em-up  
Publisher: Ocean • Players: 1-2  
Comment: Good beat 'em-up, doesn't rival Tekken.



**EAGLE ONE** 87%

Genre: Flight sim  
Publisher: Infogrames • Players: 1-2  
Comment: Good match between playability and realism - best flight sim on the PSX.

**EARTHWORM JIM 2** 64%

Genre: Platformer  
Publisher: Virgin • Players: One  
Comment: A bit too faithful to the 16bit version.

**ECW WRESTLING** 72%

Genre: Sports sim  
Publisher: Acclaim • Players: 1-4  
Comment: Just WWF Attitude with new wrestlers.

**EINHÄNDER** 89%

Genre: Shoot 'em-up  
Publisher: Sony • Players: One  
Comment: Excellent, fast blaster.

**ELIMINATOR** 48%

Genre: Sports Sim  
Publisher: Psygnosis • Players: 1-2  
Comment: Great idea but poor in its execution.

**EPIDEMIC** 29%

Genre: Action Adventure  
Publisher: Sony • Players: One  
Comment: Bad attempt to make a Doom-a-like.

**ERGHEIZ: GBTR** 70%

Genre: Beat 'em-up  
Publisher: Sony • Players: 1-2  
Comment: It's no Tekken beater but not too bad.

**ESPN EXTREME GAMES** 45%

Genre: Racing/Sports Sim  
Publisher: Sony • Players: One  
Comment: Pseudo Road Rash racer - ugly.

**EVERYBODY'S GOLF** 81%

Genre: Sports Sim  
Publisher: Sony • Players: One  
Comment: Totally addictive arcade golf game.

**EVIL ZONE** 66%

Genre: Beat 'em-up  
Publisher: Titus • Players: 1-2  
Comment: Lush Manga styling but limited moves.

**EXCALIBUR 2555AD** 57%

Genre: Adventure  
Publisher: Teistar • Players: One  
Comment: Tries and fails to capture TR's magic.

**EXPLOSIVE RACING** 59%

Genre: Racing  
Publisher: JMI • Players: 1-2  
Comment: As average as Burning Road but more cars.

**EXHUMED** 87%

Genre: Shoot 'em-up  
Publisher: BMG • Players: One  
Comment: Excellent first-person adventure.



# SPEEDSTER

BY FANATEC  
PRICE: £49.99

While Fanatec's Rallye was without doubt the best wheel on the PSX at the time, it still had its limitations, namely no foot pedals and no gear lever. Now as a wheel for less proficient drivers the Rallye still rules, but for the serious driving pro the Speedster beats the competition hands down, offering pretty much the closest racing experience most of us will ever come across, short of hotwiring a Subaru Impreza in Tesco's car park. Weightier than three of your average third-party wheels, it's just as well that the Speedster's performance matches Fanatec's renowned build quality. With a built-in calibration feature which allows you to alter the wheel's sensitivity for each game, the Speedster should prove compatible with pretty much any driving game worth its metal. Given the Speedster's Dual Shock and Negcon compatibility, it would seem the Speedster is a wheel that has it all. And, no, you can't have a go - this one's coming home with me.



Geared Up



## WITCHBLADE: COVENANT

By David Wohl, Marc Silvestri & Michael Turner  
Publisher: TopCow/Titan Books  
Price: £9.99

Having drafted in Core's legendary Lara Croft in an obvious attempt to gain a mainstream interest for the WitchBlade series, TopCow have neglected to include an even vaguely interesting plot. The titular short is as weak as you would imagine. Thankfully, the origins of WitchBlade is marginally readable, but I was left asking the question, do we really need yet another middle of the road comic book hero?



## BUFFY THE VAMPIRE SLAYER: UNINVITED GUESTS

By Andi Watson  
Publisher: Titan Books  
Price: £8.99

This collection of short stories, set during the second season of the Buffy series, has a darker feel to them than possible in the TV series. However, it's very much in the vein of the show, with Buffy's trademark sarcastic attitude prevalent and her friendships with Angel and Giles bubbling away in the background. Buffy fans will no doubt find this a treat, but unless you watch the TV show you will be in the dark without a wooden stake.

RUSS



## BATMAN OF THE FUTURE

By Hilary J. Blader, Rick Burchett & Joe Staton  
Publisher: Titan Books  
Price: £8.99

A faithful reproduction of the animated series, this charts the adventures of the caped crusader's youthful replacement. The stories deal with the inevitable problems that would occur should a young teenager be given such a responsibility. The content is quite safe, but the artwork is stylish and reminiscent of older US comics such as Dick Tracy. Suitable for the younger teen end of the market or Batman completists.

JOE



## SIN CITY

By Frank Miller (Adults Only)  
Publisher: Dark Horse Comics  
Price: £10.99

From the opening frames of distinctive B&W artwork, it's clear that this is a graphic novel with a difference. First printed as a series for the Dark Horse Presents series, this is much darker than Miller's work for DC (the Dark Knight Returns) or Marvel (Daredevil), and shares his trademark 'pull no punches' style. Combined with a much more disturbing content than previous work, this makes for shocking yet compulsive reading.

JOE



## SPAWN: DEVASTATION

By Todd McFarlane  
Publisher: Titan Books  
Price: £9.99

Todd McFarlane's Spawn series has been solely responsible for re-igniting my interest in comic books - the dark and moody soaked artwork mimicking the tone of the plot to provide a central lead that is both violent and sympathetic. This instalment delves deeper into the internal struggle of the titular hellspawn as he battles Satan and his inner demons. Bleak, violent, and extremely dark, but brilliantly engrossing stuff.

JIM

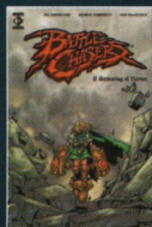


## BATTLE CHASERS: A GATHERING OF HEROES

By Joe Madureira, Munier Sharrieff and Tom McWeeney  
Publisher: Titan Books  
Price: £9.99

A truly epic feel makes this book stand out from the crowd. Although the setting is that of an alternative or futuristic world, the story has its roots firmly in the classic adventure style, and the old themes of revenge and unlikely friendships shines through. The superb selection of hero artwork in the back of the book also adds up to make this a highly collectable edition.

RUSS



## PREDATOR VS JUDGE DREDD

By John Wagner & Alfredo Alcatena  
Publisher: Titan Books  
Price: £7.99

As cheap a crossover as they come, the two leads are seeming tossed on to the page as they stumble from page to page until the pathetic conclusion. With a horrendously contrived plot that fails to capitalise upon these usual dependable characters and some surprisingly unimpressive artwork, even loyal fans will find little to praise. The worst kind of money making toss. Avoid. Dredd and Pred deserves so much better than this.

JIM



## EXTREME PINBALL

50%

Genre: Pinball

Publisher: Empire • Players: One

Comment: Well, it does exactly what it says on the tin.

F

## F1

87%

Genre: Racing

Publisher: Psygnosis • Players: 1-2

Comment: Solid reproduction of the fast-paced sport.

## F1 '97

88%

Genre: Racing

Publisher: Psygnosis • Players: 1-2

Comment: Much more than an update.

## F1 '98

64%

Genre: Racing

Publisher: Psygnosis • Players: 1-4

Comment: Shameless and inferior cash-in.

## F1 WORLD GRAND PRIX

66%

Genre: Formula 1 racing sim

Publisher: Video System • Players: 1-2

Comment: Inferior F1 sim - stick to Sony's offering.

## FADE TO BLACK

76%

Genre: Adventure

Publisher: EA • Players: One

Comment: 3D adventure getting a bit long in the tooth.

## FA PREMIER LEAGUE STARS

82%

Genre: Sports Sim

Publisher: EA Sports • Players: 1-4

Comment: FIFA '99 with a few new bits. Not bad.

## FA MANAGER

92%

Genre: Football Management Sim

Publisher: Eidos • Players: One

Comment: The definitive management sim

## FANTASTIC FOUR

6%

Genre: Beat 'em-up

Publisher: Acclaim • Players: 1-2

Comment: Atrocious Four more like!

## FELONY 11-79

73%

Genre: Racing

Publisher: ASC • Players: One

Comment: Minor but enjoyable wrecking racer.

## FIFA: RTWC

91%

Genre: Sports Sim

Publisher: EA Sports • Players: 1-4

Comment: Excellent footie romp, a must-buy.

## FIFA '96

37%

Genre: Sports Sim

Publisher: EA • Players: 1-4

Comment: Dire football sim, sluggish and poor.

## FIFA '97

52%

Genre: Sports Sim

Publisher: EA • Players: 1-4

Comment: Massive improvement over the original.

## FIFA '99

88%

Genre: Sports Sim

Publisher: EA • Players: 1-8

Comment: Many fans but more of the same.

## FIFA 2000

87%

Genre: Sports sim

Publisher: EA Sports • Players: 1-8

Comment: ISS Evolution and UEFA Striker are better.



## FIGHTING FORCE

65%

Genre: Beat 'em-up

Publisher: Eidos • Players: 1-4

Comment: Classic scrolling beat 'em-up - little more.

## FIGHTING FORCE 2

51%

Genre: Action / Adventure

Publisher: Eidos • Players: One

Comment: A tired sequel that's already out of date.

## FINAL DOOM

82%

Genre: Shoot 'em-up

Publisher: GT Interactive • Players: 1-2

Comment: The same carnage but a lot tougher.

## FINAL FANTASY VII

94%

Genre: RPG

Publisher: Sony • Players: One

Comment: Best game ever candidate.

## FINAL FANTASY VIII

96%

Genre: RPG

Publisher: Sony • Players: One

Comment: More depth than the Grand Canyon - a massive game!



## FIRESTORM

70%

Genre: Shoot 'em-up

Publisher: Core • Players: One

Comment: Not bad helicopter blaster but is dated.

## FIRE AND KLAUD

30%

Genre: Adventure

Publisher: BMG • Players: One

Comment: Boring old relic.

## FLOATING RUNNER

28%

Genre: Platformer

Publisher: THQ • Players: One

Comment: Crap.

## FLUID

70%

Genre: Virtual Music Maker

Publisher: Sony • Players: 1-2

Comment: Enjoyable music program but lacks depth.

## FORMULA ONE '99

72%

Genre: Racing

Publisher: Sony • Players: 1-2

Comment: Strong simulation. For F1 nuts only!



## FORMULA KARTS 72%

Genre: Racing  
Publisher: Telstar • Players: 1-2  
Comment: More fun than other kart-specific titles.

## FORSKEN 85%

Genre: Shoot 'em-up  
Publisher: Acclaim • Players: 1-2  
Comment: Awesome ride starts where Doom left off.

## FRANK THOMAS BASEBALL 54%

Genre: Sports Sim  
Publisher: Acclaim • Players: 1-2  
Comment: You won't get many on this topic!

## FRENZY 51%

Genre: Shoot 'em-up  
Publisher: SCI • Players: One  
Comment: Poor blaster with a sense of humour.

## FROGGER 2%

Genre: Arcade rehash  
Publisher: Hasbro • Players: One  
Comment: The first Hasbro's long-running crap-o-rama series.

## FUTURE COP LAPD 2100 88%

Genre: Shoot 'em-up  
Publisher: GT Interactive • Players: 1-2  
Comment: Gauntlet gone techno - superb.

# G

## GALAXIAN 3 34%

Genre: Retro  
Publisher: Namco • Players: One  
Comment: Would have been better off left in the arcade.

## GEX 51%

Genre: Platformer  
Publisher: BMG • Players: One  
Comment: Frustrating 2D platformer - very outdated.

## GEX 3D 87%

Genre: Platformer  
Publisher: BMG • Players: One  
Comment: Recaptures that platform magic.

## GEX: DEEP COVER GECKO 80%

Genre: Platformer  
Publisher: Eidos • Players: One  
Comment: More of the same, a few extras.

## GLOBAL DOMINATION 79%

Genre: Strategy  
Publisher: Psygnosis • Players: One  
Comment: Enjoyable wargame, lacks C&C's complexities.

## G-DARIUS 81%

Genre: Shoot 'em-up  
Publisher: THQ • Players: 1-2  
Comment: Larger than life old skool shoot 'em-up.

## GEORGE GRAHAM'S PLAYER MAN. '99 55%

Genre: Football Management Sim  
Publisher: Infogrames  
Comment: ZZZZ... sorry, wandered off a bit there.

## G-POLICE 85%

Genre: Shoot 'em-up  
Publisher: Psygnosis • Players: One  
Comment: Cyberpunk movie visuals meet flight sim.

## G-POLICE 2 90%

Genre: Shoot 'em-up  
Publisher: Psygnosis • Players: One  
Comment: A true thinking man's shoot 'em-up.

## GHOST IN THE SHELL 83%

Genre: Shoot 'em-up  
Publisher: Sony • Players: One  
Comment: Frantic and frighteningly good.

## GI JOCKEY 65%

Genre: Sports Sim  
Publisher: KOEI • Players: One  
Comment: Original idea, but Japanese text is a barrier.

## GOAL STORM 27%

Genre: Sports Sim  
Publisher: Konami • Players: 1-2  
Comment: Can't tell from this that they also did ISS Pro.

## GRAN TURISMO 2 97%

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: The most complete racing experience on the PSX, by miles.

## GRANDIA 74%

Genre: RPG  
Publisher: Ubi soft • Players: One  
Comment: Plenty of depth here for all fans of the genre.

## GRAND THEFT AUTO 75%

Genre: Crime Sim  
Publisher: Take 2 • Players: One  
Comment: Flawed but seductively nihilistic fun.

## GRANSTREAM SAGA 63%

Genre: RPG  
Publisher: Sony • Players: One  
Comment: Typically Japanese RPG, good combat method.

## GRANDIA 79%

Genre: RPG  
Publisher: SCE • Players: One  
Comment: Vast adventure, pretty good stuff.

## GRAN TURISMO 96%

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: Brilliance over hundreds of cars and hours.

## GRAN TURISMO 2 97%

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: THE most complete and in-depth racing experience yet!

## GRID RUN 59%

Genre: Puzzle  
Publisher: Virgin • Players: One  
Comment: If it wasn't for the two-player mode...

## GTA: LONDON 1969 80%

Genre: Crime Sim  
Publisher: Take 2 • Players: One  
Comment: Very similar to the original but fun!

## GTA2 92%

Genre: Crime sim  
Publisher: Rockstar Games • Players: One  
Comment: An excellent extension of an ageing game.

## GUARDIAN'S CRUSADE 13%

Genre: RPG  
Publisher: Activision • Players: One  
Comment: Childish and unoriginal adventure fodder.

## GUITAR FREAKS 83%

Genre: Music  
Publisher: Konami • Players: 1-2  
Comment: Addictive multi-player music game.

## GUNSHIP 2000 70%

Genre: Shoot 'em-up  
Publisher: Microprose • Players: One  
Comment: Not as realistic as it could have been.

## GUN GAUGE 27%

Genre: Shoot 'em-up  
Publisher: Konami  
Comment: Utter toss! How can this be so boring?

# H

## HARDBOILED 19%

Genre: Shoot 'em-up  
Publisher: EA • Players: One  
Comment: Poor, so poor, very poor.

## HARD EDGE 79%

Genre: Adventure  
Publisher: Sunsoft • Players: One  
Comment: Above average Resident Evil clone.

## HARDCORE 4X4 69%

Genre: Racing  
Publisher: Gremilin • Players: 1-2  
Comment: Enjoyable but underdeveloped off-roading racer.

## HEART OF DARKNESS 62%

Genre: Adventure  
Publisher: Ocean • Players: One  
Comment: Good graphics, but not as innovative as Abe.

## HELL NIGHT 67%

Genre: Survival horror  
Publisher: Konami • Players: One  
Comment: Great idea, but it's no Silent Hill.

## HERC'S ADVENTURES 80%

Genre: Platformer  
Publisher: Virgin • Players: One  
Comment: Not a massive success but still worth a look.

## HERCULES 75%

Genre: Platformer  
Publisher: Sony • Players: One  
Comment: Perfectly captures spirit of Disney.

## HEXEN 23%

Genre: Shoot 'em-up  
Publisher: GT Interactive • Players: One  
Comment: Appalling conversion of PC Doom sequel.

## HI-OCTANE 24%

Genre: Racing  
Publisher: EA • Players: One  
Comment: Why bother with another poor racer?

## HYPER TENNIS FINAL MATCH 15%

Genre: Sports Sim  
Publisher: Microprose • Players: 1-2  
Comment: Better off with Pete Sampras.

# I

## INDY 500 51%

Genre: Racing  
Publisher: JVC • Players: One  
Comment: Imagine a turd on four wheels - bingo!

## IMPACT RACING 37%

Genre: Racing  
Publisher: JVC • Players: One  
Comment: It doesn't really work.

## INCREDIBLE HULK 15%

Genre: Platformer  
Publisher: Eidos • Players: One  
Comment: Jerky, flat and unrewarding adventure.

## INDEPENDENCE DAY 20%

Genre: Shoot 'em-up  
Publisher: EA • Players: 1-2  
Comment: Boring, nothing like the film.



## INTERNATIONAL TRACK & FIELD 2

The original arcade version is in most people's all-time classic top ten, and the first PlayStation conversion was a mighty fun 3D update. By polishing up the whole graphical presentation of its predecessor and throwing in a number of new events (along with some old favourites), Konami have delivered a fine sequel here which will prove every bit as enjoyable with all fans of the original's wonderfully simple control method of hammering the buttons on your pad till you've destroyed all nerve endings in your fingers. As for the multi-player possibilities, you'd be hard pressed to find a better party game than this. Essential!

## INTERNATIONAL TRACK & FIELD 80%

Genre: Sports Sim  
Publisher: Konami • Players: 1-4  
Comment: Quality update of arcade classic.

## INTERNATIONAL TRACK & FIELD 2 80%

Genre: Athletics sim  
Publisher: Konami • Players: 1-4  
Comment: Sweetly playable sequel with some new events.



## IN THE HUNT 52%

Genre: Shoot 'em-up  
Publisher: THQ • Players: 1-2  
Comment: Completely outdated.

## IRON AND BLOOD 40%

Genre: Beat 'em-up  
Publisher: Acclaim • Players: 1-2  
Comment: Hmmm, we wouldn't like to be too harsh...

## IRONMAN XO MANOWAR 3%

Genre: Shoot 'em-up  
Publisher: Acclaim • Players: One  
Comment: One of the worst PlayStation games ever.

## ISS DELUXE 70%

Genre: Sports Sim  
Publisher: Konami • Players: 1-4  
Comment: No difference to the 16bit versions!

## ISS PRO 90%

Genre: Sports Sim  
Publisher: Konami • Players: 1-4  
Comment: The best PSX football game ever! A classic...

## ISS PRO '98 93%

Genre: Sports Sim  
Publisher: Konami • Players: 1-2  
Comment: ...until the sequel came and took the crown.

## IZNOGOU 18%

Genre: Shite 'em-up  
Publisher: LDA • Players: One  
Comment: Yup, they're right - it isn't.



## J

### JEREMY MCGRATH SMC '98 54%

Genre: Racing  
Publisher: Acclaim • Players: 1-2  
Comment: Inferior Moto Racer clone.

### JERSEY DEVIL 58%

Genre: Platformer  
Publisher: Ocean • Players: One  
Comment: Not a bad little character, worth a try.

### JET RIDER 70%

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: An enjoyable, if a little flawed, racing romp.

### JET RIDER 2 75%

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: Marginally better than the original.

### JET RIDER 3 12%

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: One of The worst games of its type – awful!

### JOHNNY BAZOOKATONE 22%

Genre: Platformer  
Publisher: US Gold • Players: One  
Comment: Yet another 2D platformer.

### JONAH LOMU RUGBY 66%

Genre: Sports Sim  
Publisher: Codemasters • Players: 1-2  
Comment: PSX's first (and only) rugby game.

### JUDGE DREDD 50%

Genre: Shoot 'em-up  
Publisher: Gremlin • Players: 1-2  
Comment: Below average light gun blaster.

### JUMPING FLASH 81%

Genre: Platformer  
Publisher: Sony • Players: One  
Comment: Fresh but brief slant on the platform genre.

### JUMPING FLASH 2 83%

Genre: Platformer  
Publisher: Sony • Players: One  
Comment: Even better, distinctive visuals and gameplay.

### JUPITER STRIKE 42%

Genre: Shoot 'em-up  
Publisher: Sony • Players: One  
Comment: Another dusty blaster.

## K

### K1 ARENA FIGHTERS 60%

Genre: Kick Boxing Sim  
Publisher: THQ • Players: 1-2  
Comment: Kick boxing sim – not a beat 'em-up.

### KENSEI 79%

Genre: Beat 'em-up  
Publisher: Konami • Players: 1-2  
Comment: Very good Tekken/Virtua Fighter fusion.

### KICK OFF WORLD 66%

Genre: Sports Sim  
Publisher: Funsoft • Players: 1-4  
Comment: Doesn't match Actua or ISS.

### KILEAK THE BLOOD 59%

Genre: Adventure  
Publisher: Sony • Players: One  
Comment: Doesn't do anyone any good.

### KILLING ZONE 19%

Genre: Beat 'em-up  
Publisher: Acclaim • Players: 1-2  
Comment: Horrible horror movie 3D beat 'em-up.

### KINGS FIELD 43%

Genre: Adventure  
Publisher: Sony • Players: One  
Comment: Not a very good RPG. Best to avoid it.

### KKND 75%

Genre: Strategy  
Publisher: Infogrames • Players: 1-2  
Comment: Copies C&C but offers precious little else.

### KLONOA: DOOR TO PHANOMILE 72%

Genre: Platformer  
Publisher: Sony • Players: One  
Comment: Insubstantial but colourful platformer.

### KNOCKOUT KINGS 74%

Genre: Sports Sim  
Publisher: EA • Players: 1-2  
Comment: Rather disappointing boxing title.

### KONAMI OPEN GOLF 54%

Genre: Sports Sim  
Publisher: Konami • Players: 1-2  
Comment: Average, arcade style.

### KRAZY IVAN 58%

Genre: Shoot 'em-up  
Publisher: Psygnosis • Players: One  
Comment: Let down by shallow and samey gameplay.

### KULA WORLD 87%

Genre: Puzzle  
Publisher: Sony • Players: 1-2  
Comment: Innovative but lacking in multiplayer thrills.

### KURUSHI 70%

Genre: Puzzler  
Publisher: Sony • Players: One  
Comment: Good little puzzler with a clinical atmosphere.

## L

### LEGACY OF KAIN 79%

Genre: RPG  
Publisher: BMG • Players: One  
Comment: Vampire RPG, limited by old-style graphics.

### LEGACY OF KAIN: SOUL REAVER 91%

Genre: 3D Adventure  
Publisher: Eidos • Players: One  
Comment: Superlative supernatural soul-sucker.

### LEGEND 53%

Genre: Beat 'em-up  
Publisher: Funsoft • Players: 1-2  
Comment: Undeniably a looker but lacks gameplay.

### LEGEND OF KARTIA 78%

Genre: RPG  
Publisher: Konami • Players: One  
Comment: Strictly for turn-based strategy fans only!

### LEMMINGS 85%

Genre: Puzzle  
Publisher: Psygnosis • Players: 1-2  
Comment: Dated yet addictive remake of 16-bit classic.

### LE MANS 24 HOURS 66%

Genre: Racing sim  
Publisher: Infogrames • Players: 1-2  
Comment: Flawed racer – distinctly average.



### LETHAL ENFORCERS 32%

Genre: Shoot 'em-up  
Publisher: Konami • Players: One  
Comment: Arcade translation of god-awful coin-op.

### LIBERO GRANDE 78%

Genre: Sports Sim  
Publisher: Sony • Players: 1-8  
Comment: Refreshingly different approach to football.

### LITTLE BIG ADVENTURE 82%

Genre: Adventure  
Publisher: EA • Players: One  
Comment: Charming transition of the PC hit.

### LIVE WIRE 65%

Genre: Puzzle  
Publisher: SCI • Players: 1-2  
Comment: Pants re-vamp of Atari's Amidar.

### LOADED 50%

Genre: Shoot 'em-up  
Publisher: Gremlin • Players: One  
Comment: Maze based shoot 'em-up. Lacks variety.

### LOMAX 47%

Genre: Platformer  
Publisher: Psygnosis • Players: One  
Comment: Lemmings like, for the fanatics really.

### LONE SOLDIER 32%

Genre: Shoot 'em-up  
Publisher: Telstar • Players: One  
Comment: Not good, not good at all.

### LOST VIKINGS 2 78%

Genre: Platformer  
Publisher: Interplay • Players: 1-2  
Comment: Mix of platformer and puzzling.

### LUCKY LUKE 53%

Genre: Platformer  
Publisher: Ocean • Players: One  
Comment: Good visuals but lacking in originality.

## M

### MACHINE HUNTER 80%

Genre: Shoot 'em-up  
Publisher: Eidos • Players: 1-2  
Comment: Instantly inspires comparisons with Loaded.

### MADDEN '97 45%

Genre: Sports Sim  
Publisher: EA • Players: 1-4  
Comment: Yawn-inducing NFL football sim.

### MADDEN NFL '98 82%

Genre: Sports Sim  
Publisher: EA Sports • Players: 1-8  
Comment: Further instalment of American football sim.

### MADDEN NFL '99 75%

Genre: Sports Sim  
Publisher: EA Sports • Players: 1-2  
Comment: The latest in a long line of competency.

### MAGIC CARPET 71%

Genre: Shoot 'em-up  
Publisher: EA • Players: One  
Comment: Carpet riding 3D adventure, frankly odd!

### MARVEL V'S CAPCOM 81%

Genre: Beat 'em-up  
Publisher: Virgin • Players: 1-2  
Comment: One of the finest 2D beat 'em-ups around, with the best characters too.

### MARVEL SUPER HEROES 83%

Genre: Beat 'em-up  
Publisher: Virgin • Players: 1-2  
Comment: Classic SF2 gameplay with Marvel comics.

### MARVEL SH VS ST. FIGHTER 58%

Genre: Beat 'em-up  
Publisher: Capcom • Players: 1-2  
Comment: Squeezing the last from this age old formula.

### MAX POWER RACING 82%

Genre: Racing  
Publisher: Ocean • Players: 1-2  
Comment: Competent V-Rally style racer.

### MAXIMUM FORCE 49%

Genre: Light Gun Shooting  
Publisher: GT Interactive • Players: One  
Comment: Better let Namco do the work, hey?

### MDK 88%

Genre: Shoot 'em-up  
Publisher: Interplay • Players: One  
Comment: Technically stunning 3D shoot 'em-up.

### MECH WARRIOR 2 65%

Genre: Shoot 'em-up  
Publisher: Activision • Players: One  
Comment: Robots trudging around barren backgrounds.

### MEDAL OF HONOR 88%

Genre: First person shoot 'em-up  
Publisher: EA • Players: One  
Comment: The closest to Goldeneye yet on the PSX.

### MARVEL VS. CAPCOM

Capcom's 2D Street Fighter series has lasted far longer than anyone could have expected. Now nearing the end of its lifespan, the series has since had its limelight eclipsed by the likes of Namco's Tekken series, which has since helped to advance the beat 'em-up genre into the realm of 3D. While it'd be all too easy to write this one off as just another dull 2D Street Fighter clone, it has to be said that being given the opportunity to fight as the Incredible Hulk, Spiderman, Wolverine or Captain America, amongst others, does hold a great deal of appeal. Coupled with the same highly accessible gameplay values as the rest of the Street Fighter series, only with faster, smoother movement and even sharper visuals, this is easy to recommend to any self-respecting beat 'em-up fan.





KEY:

\*\*\*\*\* JAFFA CAKES  
 \*\*\*\*\* TOFFYPOPS  
 \*\*\* CUSTARD CREAMS  
 \*\* RICH TEA  
 \* DIGESTIVE

## GRANT NELSON IN THE MIX

LOGIC RECORDS \*\*\*\*\*

The UK garage don never disappoints with his productions, and is just as adept at mixing it up behind the decks, which he goes on to demonstrate supremely here. Moving with ease through a barrage of irresistibly funky garage, including several of his own productions, Grant delivers arguably one of the best house mixes so far this year. Two CDs, 32 tracks, and each one a winner. Taking a predominantly vocal slant, this is one of the goddamn funkiest albums we've heard for a long, long time and cannot fail to raise the spirits of anyone with more rhythm than a comatose sloth (with asthma).



ESSENTIAL BUY

## VARIOUS ARTISTS

MELLOW MELLOW  
HARMLESS RECORDINGS

\*\*\*\*1/2

The chaps at Harmless certainly know how to raid the vaults for obscure funk gems, and this compilation is no exception. Lowrell's blissfully soulful and bass-heavy 'Mellow Mellow Right On' (sampled by Massive Attack on 'Lately') points the way for the rest of the CD to follow, with Quincy Jones, Roy Ayers, Fatback Band, and Kool & the Gang taking over the reins in similar style. Elsewhere, it's a non-stop jazz-funk ride which is smoother than Barry White's silk pyjamas. Whether you're looking for classic samples or just want to dip your feet in the 70s funk pool, you really can't go wrong with this.



ESSENTIAL BUY

## MILLENNIA NOVA

SLOW E-MOTION SIGHTSEEING

VIRGIN \*\*\*\*1/2

The second album from this Munich-based duo, which is a blissfully mellow soundscape of chilled out electronica, highly evocative of William Orbit's 'Strange Cargo' albums. Like Air, this treads dangerously inoffensive ground, and may seem a little tame for some, but for those that like to take things easy, this is ideal.



## BROADCAST

THE NOISE MADE BY PEOPLE

WARP \*\*

This has been knocking around the office for long enough, but it rarely lasts ten minutes before being swiftly wrenched off the CD player. Probably something to do with the fact that it's one of the dourst, most miserable and lame collection of songs we've ever heard. Girlfriend just left you? Steer clear of this, then.

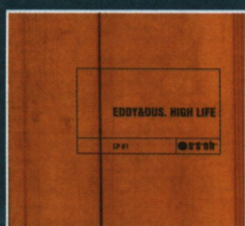


## EDDY & DUS

HIGH LIFE

SOLID STATE OF HOUSE \*\*\*\*

Having already released some mightily impressive EPs last year, the Croatian DJ/producers turn out an equally strong debut album here, which is much more diverse than your average house LP. Blending elements of jazz, blues and funk, with live sax solos and female vocals, this is deep house at its most inspired best.

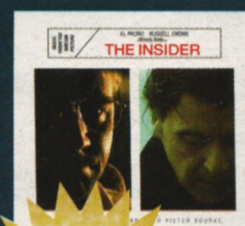


## LISA GERRARD & PETER BOURKE

THE INSIDER (SOUNDTRACK)

COLUMBIA \*\*\*\*1/2

What is this, month of the trippy space cadet albums? Okay, so this largely orchestral composition won't float many people's boat, but it's great to see an almost unique score having been created for this latest Michael Mann movie rather than a selection of inappropriate 'trendy' dance tracks for the sake of it. A real mood piece, probably more suited to serious soundtrack collectors.



## SUPERFUNK

HOLD UP

VIRGIN \*\*\*\*\*

More groovy disco shenanigans from the French Fiat Lux label. With a number of electro influenced tracks, some clubby disco house numbers, and even full on vocal tracks such as 'Lucky Star' featuring Ron Carroll, this is rich in exactly the kind of funky retro-kitsch qualities that only the French can do so well.



## VARIOUS ARTISTS

THE BEACH (SOUNDTRACK)

LONDON RECORDINGS \*\*\*\*1/2

Whether you're a fan of the film will matter not here, but having a keen ear for dance music will. Highlights include exclusive tracks from Leftfield, Faithless, Underworld, and Orbital, whilst lame offerings from Dario G and Sugar Ray (who?) beg the question why? A chilled out vibe throughout, thus tying in nicely with the film's content.



## OASIS

STANDING ON THE SHOULDER OF GIANTS  
BIG BROTHER RECORDINGS

Oasis played this one well, building it up as a new style and constantly promoting the change during the pre-launch build-up, but inevitably the album still stinks of 'Be Here Now' - a massive disappointment for their worldwide fan base. This isn't a bad collection, but very few tracks stand out. Oasis just got too big and lost the passion they once had. They're still good, but they'll never top 'Morning Glory'.



# Competition

HARMLESS introduces its first instalment of a new series, bringing you the finest laidback soul and funk from the 70s, including Roy Ayers Music Productions, Barry White, Isaac Hayes, Kool and the Gang, and Curtis Mayfield. To herald its release, we have prizes of a surprise goody bag of Harmless CDs and five copies of 'Mellow Mellow' for the runners up!

To stand a chance to win these Harmless goodies, just answer the following question:

What does R.A.M.P. stand for?

- Royal Association of Mad Pigs
- Roy Ayers Music Productions
- Raving Animals Magic Party

Answers on a postcard to:

The Answer Is 'B' Competition

Units 1&2 Blenheim Court • Matford Business Park • Exeter EX2 8PW

Terms and Conditions

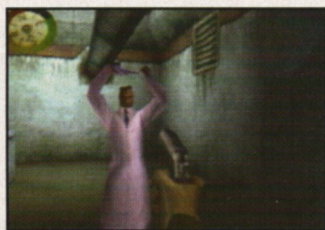
\*Please read the following carefully before entering the competition.

By entering the competition you are agreeing to be bound by the following terms and conditions: This competition is open to all residents in the UK. No responsibility will be accepted for entries lost or damaged in the post or insufficiently pre-stamped. Proof of posting will not be accepted as proof of delivery. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges will be final and binding and no correspondence will be entered into.

DIRECTORY

TUNES





## MEDIEVIL 90%

Genre: Platformer  
Publisher: Sony • Players: One  
Comment: A homegrown, wacky Beetlejuice on acid.

## MEGAMAN X3 49%

Genre: Platformer  
Publisher: Ocean • Players: One  
Comment: You think they would have learnt by now!

## MEGAMAN X4 48%

Genre: Platformer  
Publisher: Virgin • Players: One  
Comment: Outdated 2D romp – best avoided.

## MEGAMAN 8 50%

Genre: Platformer  
Publisher: Ocean • Players: One  
Comment: Don't even think about it.

## MEGAMAN BATTLE AND CHASE 7%

Genre: Racing  
Publisher: Ocean • Players: 1-2  
Comment: Attempts to be Mario Kart and fails.

## MEGAMAN LEGENDS 28%

Genre: RPG  
Publisher: Virgin • Players: One  
Comment: Devoid of any redeeming features.

## MEN IN BLACK 50%

Genre: Adventure  
Publisher: Gremlin • Players: One  
Comment: An exciting license, not an exciting game.

## METAL GEAR SOLID 96%

Genre: Adventure  
Publisher: Sony • Players: One  
Comment: A bona-fide work of art.

## METAL GEAR SOLID VR MISSIONS 75%

Genre: Action/Adventure  
Publisher: Konami • Players: One  
Comment: Retreads the original's still-potent magic.

## MICHAEL OWEN'S WLS '99 71%

Genre: Sports Sim  
Publisher: Eidos • Players: 1-4  
Comment: Seen it all before football sim.

## MICKY'S WILD ADVENTURE 60%

Genre: Platformer  
Publisher: Sony • Players: One  
Comment: Another platformer straight out of the 16bit.

## MICRO MACHINES V3 91%

Genre: Racing  
Publisher: Codemasters • Players: 1-8  
Comment: Fast-paced, madcap, 3D multiplayer racer.

## MILLENNIUM SOLDIER: EXPENDABLE 42%

Genre: Shoot 'em-up  
Publisher: Infogrames • Players: 1-2  
Comment: A game that time should have forgotten.

## MIGHTY HITS SPECIAL 58%

Genre: Shoot 'em-up  
Publisher: JVC • Players: 1-2  
Comment: Lightgun game à la Point Blank, but not as good.

## MONACO GP RACING SIM 68%

Genre: Racing  
Publisher: Ubi Soft • Players: 1-4  
Comment: No classic F1 game and a stat free drive.

## MONKEY HERO 55%

Genre: RPG  
Publisher: Sony • Players: One  
Comment: Graphically charming but over simplistic.

## MONOPOLY 22%

Genre: Strategy  
Publisher: Hasbro • Players: 1-4  
Comment: Less fun than the real thing and costs more.

## MONSTER TRUCKS 73%

Genre: Racing  
Publisher: Psygnosis • Players: One  
Comment: Average blend of off-roading and racing.

## MORTAL KOMBAT TRILOGY 74%

Genre: Beat 'em-up  
Publisher: GT Interactive • Players: 1-2  
Comment: Good value for die-hard fans.

## MORTAL KOMBAT 3 41%

Genre: Beat 'em-up  
Publisher: GT Interactive • Players: 1-2  
Comment: You're better off with MK Trilogy.

## MORTAL KOMBAT 4 56%

Genre: Beat 'em-up  
Publisher: GT Interactive • Players: 1-2  
Comment: Commercial gore with little more. Avoid.

## MORTAL KOMBAT MYTHOLOGY 1%

Genre: Platformer  
Publisher: GT • Players: One  
Comment: God! How much more can we take...

## MOTO RACER 68%

Genre: Racing  
Publisher: EA • Players: 1-2  
Comment: Diverting motorbike racer.

## MOTOR MASH 72%

Genre: Comic Racing  
Publisher: Ocean • Players: 1-4  
Comment: Humorous, but not as good as Micromachines V3

## MOTO RACER 2 52%

Genre: Racing  
Publisher: EA • Players: 1-2  
Comment: Shoddy follow up that lacks finesse.

## MOTORHEAD 85%

Genre: Racing  
Publisher: Gremlin • Players: 1-2  
Comment: A ludicrously fast-paced polished racer.

## MOTORTOON GP 75%

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: Nuts, funny. A very solid racing game.

## MOTORTOON GP 2 77%

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: More of the above.

## MR DOMINO 69%

Genre: Puzzler  
Publisher: JVC • Players: One  
Comment: Too limited, shame though...

## MTV SNOWBOARDING 75%

Genre: Sports sim  
Publisher: THQ • Players: 1-2  
Comment: One of the better snowboarding games.



## MUSIC 92%

Genre: Music sequencing  
Publisher: Codemasters • Players: One  
Comment: In-depth introduction to making music.

## MYST 64%

Genre: Adventure  
Publisher: Sony • Players: One  
Comment: Slow moving, but intriguing.

# N

## N20 70%

Genre: Shoot 'em-up  
Publisher: Gremlin • Players: 1-2  
Comment: Bizarre, but good soundtrack.

## NAGANO WINTER OLYMPICS '98 61%

Genre: Sports Sim  
Publisher: Konami • Players: 1-4  
Comment: Disappointing Olympic tie in.

## NAMCO MUSEUM VOLUME 1 50%

Genre: Various  
Publisher: Namco • Players: One  
Comment: It's okay.

## NAMCO MUSEUM VOLUME 2 50%

Genre: Various  
Publisher: Namco • Players: One  
Comment: It's not bad.

## NAMCO MUSEUM VOLUME 3 50%

Genre: Various  
Publisher: Namco • Players: One  
Comment: Well it's a collector's thing...

## NAMCO MUSEUM VOLUME 4 50%

Genre: Retro Compilation  
Publisher: Namco • Players: One  
Comment: That's enough now!

## NAMCO MUSEUM VOLUME 5 50%

Genre: Retro Compilation  
Publisher: Namco • Players: One  
Comment: Christ! What did I just say?

## NANOTEK WARRIOR 30%

Genre: Shoot 'em-up  
Publisher: Virgin • Players: One  
Comment: Very poor shoot 'em-up, fun for five minutes.

## NASCAR RACING 57%

Genre: Racing  
Publisher: Domark • Players: One  
Comment: Any other will do.

## NASCAR '99 57%

Genre: Racing  
Publisher: EA • Players: 1-2  
Comment: Limited and essentially flawed racer.



## NFL BLITZ 2000

Sporting titles will invariably only appeal to fans of that particular sport, yet they can often prove successful with a wider spectrum of gamers if they veer more towards an arcade model as opposed to po-faced sims, which can often be all too lacking in the gameplay department. With its range of deadly tackles, which would doubtless get you banned for life in a proper match, and a mind-boggling amount of stats and options, this will appeal to hardcore NFL bores whilst also proving popular with the uninitiated due to its highly accessible nature. Good in one-player mode, great in two-player – this is the best of its type, bar none!

## NBA BASKETBALL 2000 73%

Genre: Basketball sim  
Publisher: Fox Interactive • Players: 1-8  
Comment: Averagely good basketball shenanigans.

## NBA HANGTIME 62%

Genre: Sports Sim  
Publisher: GT Interactive • Players: 1-4  
Comment: Not good, not bad basketball sim.

## NBA: IN THE ZONE 56%

Genre: Sports Sim  
Publisher: Konami • Players: 1-4  
Comment: Looks okay – average playability.

## NBA: IN THE ZONE 2 71%

Genre: Sports Sim  
Publisher: Konami • Players: 1-4  
Comment: A good improvement on the first title.

## NBA JAM EXTREME 71%

Genre: Sports Sim  
Publisher: Acclaim • Players: 1-2  
Comment: 3D update of the classic arcade.

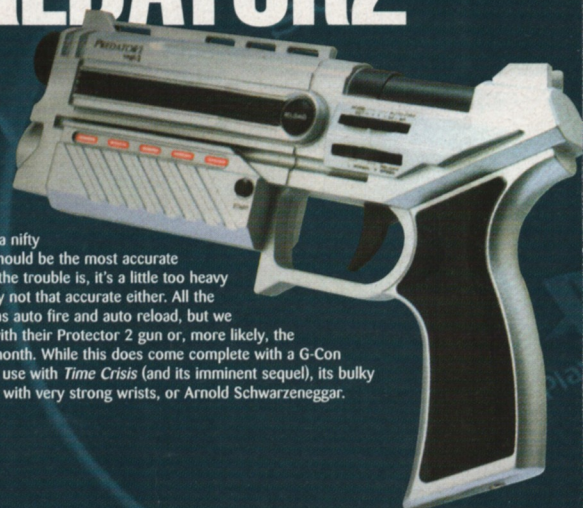
## GEARED UP

# PREDATOR2

BY LOGIC 3  
PRICE: £32.99

\*\*\*

About twice the size of any of Logic 3's other offerings, this gun certainly looks like it means business, and with a nifty looking sight at the end, it should be the most accurate gun out there, surely? Well, the trouble is, it's a little too heavy for most people, and actually not that accurate either. All the usual extras are here, such as auto fire and auto reload, but we reckon you'd be better off with their Protector 2 gun or, more likely, the smaller P7K, reviewed last month. While this does come complete with a G-Con adaptor and a foot pedal for use with Time Crisis (and its imminent sequel), its bulky size makes it one for people with very strong wrists, or Arnold Schwarzenegger.





**NBA JAM TE 67%**

Genre: Sports Sim  
Publisher: Acclaim • Players: 1-4  
Comment: Arcade basketball action transferred to PSX.

**NBA LIVE '96 63%**

Genre: Sports Sim  
Publisher: EA • Players: 1-4  
Comment: Not very good controls.

**NBA LIVE '97 71%**

Genre: Sports Sim  
Publisher: EA • Players: 1-4  
Comment: Good improvement on the original title.

**NBA LIVE '98 64%**

Genre: Sports Sim  
Publisher: EA • Players: 1-4  
Comment: Another year, another title.

**NBA LIVE '99 72%**

Genre: Sports Sim  
Publisher: EA • Players: 1-8  
Comment: Diverting enough basketball sim.

**NBA PRO '98 74%**

Genre: Sports Sim  
Publisher: Konami • Players: 1-4  
Comment: Playable, well-rounded B-Ball release.

**NBA PRO '99 89%**

Genre: Basketball Sim  
Publisher: Konami • Players: 1-4  
Comment: Accessible sport sim, emphasis on playability.

**NBA SHOWTIME 64%**

Genre: Sports sim  
Publisher: Midway • Players: 1-4  
Comment: 2-on-2 basketball - fun for a while.

**NEED FOR SPEED 64%**

Genre: Racing  
Publisher: EA • Players: 1-2  
Comment: Yet another average racing game.

**NEED FOR SPEED 2 51%**

Genre: Racing  
Publisher: EA • Players: 1-2  
Comment: Awful sequel, worse than its original.

**NEED FOR SPEED 3 76%**

Genre: Racing  
Publisher: EA • Players: 1-2  
Comment: Surprise! This isn't complete pool

**NEWMAN-HAAS RACING 78%**

Genre: Racing  
Publisher: Psygnosis • Players: 1-2  
Comment: A blend of sim and arcade that misses out.

**NFL BLITZ 85%**

Genre: Sports sim  
Publisher: GT Interactiv • Players: 1-2  
Comment: Bloody addictive American football - honest!

**NFL BLITZ 2000 89%**

Genre: Sports sim  
Publisher: Midway • Players: 1-2  
Comment: The best NFL game money can buy - period!

**NFL EXTREME 47%**

Genre: Sports Sim  
Publisher: Sony • Players: 1-2  
Comment: A bit slow but comprehensive enough.

**NHL FACEOFF 2000 35%**

Genre: Sports sim  
Publisher: Sports sim • Players: 1-2  
Comment: Pucking awful

**NFL GAMEDAY 52%**

Genre: Sports Sim  
Publisher: Sony • Players: 1-2  
Comment: You have to like the sport to appreciate this.

**NFS: ROAD CHALLENGE 60%**

Genre: Sports Sim  
Publisher: EA • Players: 1  
Comment: The need for improvements more like.

**NHL '98 69%**

Genre: Sports Sim  
Publisher: EA Sports • Players: 1-8  
Comment: Average ice hockey sim, no different.

**NHL '99 78%**

Genre: Sports Sim  
Publisher: EA Sports • Players: One  
Comment: Competent hockey sim, what no fisticuffs?

**NHL BREAKAWAY '98 69%**

Genre: Sports Sim  
Publisher: Acclaim • Players: 1-8  
Comment: Uninspired 3D hockey game.

**NHL CHAMPIONSHIP 2000 60%**

Genre: Sports sim  
Publisher: Fox Interactive • Players: 1-8  
Comment: Another hockey game which is nothing to write home about.

**NHL FACE OFF '98 70%**

Genre: Sports Sim  
Publisher: Sony • Players: 1-8  
Comment: A competent enough game.

**NHL OPEN ICE 19%**

Genre: Sports Sim  
Publisher: GT Interactive • Players: 1-2  
Comment: Among the worst of the genre.

**NHL POWER PLAY '98 51%**

Genre: Sports Sim  
Publisher: Virgin • Players: 1-2  
Comment: Not too bad.

**NIGHTMARE CREATURES 68%**

Genre: 3D Action Adventure  
Publisher: Sony • Players: One  
Comment: Not as good as Tomb Raider, nuff said.

**NINJA 64%**

Genre: Action/Adventure  
Publisher: Eidos • Players: One  
Comment: Boring scrolling beat 'em-up game.

**NOVA STORM 2%**

Genre: Shoot 'em-up  
Publisher: Psygnosis • Players: One  
Comment: Dreadful.

**NUCLEAR STRIKE 89%**

Genre: Shoot 'em-up  
Publisher: EA • Players: One  
Comment: Continuation of the Strike legend, the ultimate!

**OFF-WORLD INTERCEPTOR 4%**

Genre: Shoot 'em-up  
Publisher: BMG • Players: 1-2  
Comment: You might never even have heard of this!

**O.D.T. 71%**

Genre: Adventure  
Publisher: Psygnosis • Players: One  
Comment: Terrible sparse 3D that magic spells can't make sparkle.

**OLYMPIC GAMES 1%**

Genre: Sport Sim  
Publisher: US Gold • Players: 1-4  
Comment: We are speechless, it is that bad.

**OLYMPIC SOCCER 64%**

Genre: Sports Sim  
Publisher: US Gold • Players: 1-2  
Comment: Okay football sim.

**OMEGA BOOST 85%**

Genre: Shoot 'em-up  
Publisher: Sony • Players: One  
Comment: Cracking 3D shooter with old school style.

**ONE 73%**

Genre: Shoot 'em-up  
Publisher: Ascl Games • Players: One  
Comment: Visually impressive platformer with guns.

**ONE-ON-ONE 68%**

Genre: Sports Sim  
Publisher: Jorudan Co • Players: 1-2  
Comment: Adequate combination of fighting/basketball.

**ONSDIE SOCCER 20%**

Genre: Sports Sim  
Publisher: Telstar • Players: 1-2  
Comment: Yes, another one not worth the look.

**OVERBLOOD 80%**

Genre: Shoot 'em-up  
Publisher: EA • Players: One  
Comment: Resident Evil inspired sci-fi adventure.

**OVERBOARD 86%**

Genre: Shoot 'em-up  
Publisher: Psygnosis • Players: 1-2  
Comment: Pirate-based saga played out in comic form.

**PAC-MAN WORLD 72%**

Genre: 3D platformer  
Publisher: Sony • Players: One  
Comment: Uninspired, yet highly playable platforming.

**PANDEMONIUM 85%**

Genre: Platformer  
Publisher: BMG • Players: One  
Comment: Exemplary 2D platform romp.

**PANDEMONIUM 2 81%**

Genre: Platformer  
Publisher: BMG • Players: One  
Comment: Nice 2D platform romp.

**PANZER GENERAL 48%**

Genre: War Game  
Publisher: Mindscape • Players: One  
Comment: Very boring strategy game.

**PA RAPPA THE RAPPER 85%**

Genre: Rap 'em-up  
Publisher: Sony • Players: One  
Comment: 'Simon says...' game with rap music.

**PARASITE EVE 87%**

Genre: RPG  
Publisher: Square • Players: One  
Comment: An interactive movie which works!

**PEAK PERFORMANCE 45%**

Genre: Racing  
Publisher: JVC • Players: 1-2  
Comment: Not even as good as Need For Speed!

**PERFECT ASSASSIN 10%**

Genre: Adventure  
Publisher: Grolier • Players: One  
Comment: Far from perfect, not even close.

**PERFECT WEAPON 65%**

Genre: Beat 'em-up  
Publisher: EA • Players: One  
Comment: Not wholly unsuccessful, but nowt special.

**PET IN T.V. 42%**

Genre: Virtual Tamagotchi  
Publisher: Sony • Players: One  
Comment: Not enough scope for a game.

**PGA TOUR 97 54%**

Genre: Sports Sim  
Publisher: EA • Players: 1-4  
Comment: Limited golf sim. Press a single button fun.

**PGA EUROPEAN TOUR GOLF 48%**

Genre: Sports sim  
Publisher: Infogrames • Players: 1-2  
Comment: Duller than watching the real thing.

**PHAT AIR EXTREME 52%**

Genre: Sports Sim  
Publisher: Funsoft • Players: 1-2  
Comment: Average snowboarding romp. Err...

**PHILOSOMA 52%**

Genre: Shoot 'em-up  
Publisher: Sony • Players: One  
Comment: Mediocre 3D Shooter.

**PITBALL 47%**

Genre: Sports Sim  
Publisher: Time Warner • Players: One  
Comment: Future sport - Dead Ball Zone is a better title.

**PITFALL 3D 75%**

Genre: Platformer  
Publisher: Activision • Players: One  
Comment: Okay update of old skool fave.

**PLAYER MANAGER 49%**

Genre: Sports Sim  
Publisher: Anco • Players: 1-2  
Comment: You can't play footie - great!

**PLAYER MAN. '98-'99 50%**

Genre: Sports Sim  
Publisher: Infogrames • Players: One  
Comment: Playability is not in this game's vocabulary.

**POCKET FIGHTERS 50%**

Genre: Beat 'em-up  
Publisher: Capcom • Players: 1-2  
Comment: Diddy Street Fighter satire.

**PO'ED 56%**

Genre: Shoot 'em-up  
Publisher: Interplay • Players: One  
Comment: Humorous Doom-a-like title.

**POINT BLANK 87%**

Genre: Shoot 'em-up  
Publisher: Sony • Players: 1-2  
Comment: A truly mad cartoon shooter.

**POINT BLANK 2 89%**

Genre: Shoot 'em-up  
Publisher: Sony • Players: 1-2  
Comment: Excellent sequel to Namco's arcade classic.

**POOL SHARK 76%**

Genre: Sports Sim  
Publisher: Gremlin • Players: 1-4  
Comment: A fair substitute for the real thing.

**POP 'N' POP 79%**

Genre: Puzzle  
Publisher: JVC • Players: 1-2  
Comment: Good multiplayer Jap puzzle type-action.

**POP 'N' POP 79%**

Genre: Puzzle  
Publisher: JVC • Players: 1-2  
Comment: Good multiplayer Jap puzzle type-action.





## POPULOUS: THE BEGINNING 70%

Genre: Adventure  
Publisher: EA • Players: One  
Comment: 16-bit classic gets a spit 'n polish.

## PORSCHE CHALLENGE 80%

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: More tracks and this could've been a classic.

## POWER MOVE WRESTLING 42%

Genre: Sports Sim  
Publisher: Activision • Players: 1-4  
Comment: Well dated by now.

## POWER SOURCE 70%

Genre: Various  
Publisher: Sony • Players: One  
Comment: Good value charity compilation.

## POWERBOAT 76%

Genre: Racing  
Publisher: Interplay • Players: 1-2  
Comment: Fast-paced water-based racer.

## POY POY 73%

Genre: Puzzle/Platformer  
Publisher: Konami • Players: 1-4  
Comment: Good multi-player Bomberman style action.

## POY POY 2 73%

Genre: Puzzle/Platformer  
Publisher: Konami • Players: 1-4  
Comment: More of the same Japanese weirdery.

## PREMIER MANAGER '98 88%

Genre: Sports Sim  
Publisher: Gremlin • Players: 1-4  
Comment: A hit. Very popular game indeed.

## PREMIER MANAGER '99 76%

Genre: Sports Sim  
Publisher: Gremlin • Players: One  
Comment: Perseverance can reap rewards here.

## PRIMAL RAGE 22%

Genre: Beat 'em-up  
Publisher: Acclaim • Players: 1-2  
Comment: Pitiful dino beat 'em-up.

## PRO 18 WORLD TOUR 75%

Genre: Golf Sim  
Publisher: Psygnosis • Players: 1-8  
Comment: More of the same golfing malarkey.

## PRO PINBALL 50%

Genre: Pinball Sim  
Publisher: Empire • Players: 1-2  
Comment: It's a pinball sim!

## PRO PINBALL: BIG RACE USA 69%

Genre: Pinball Sim  
Publisher: Empire Interactive • Players: 1-2  
Comment: Lack of variety and functional looks count against.

## PRO PINBALL: TIMESHOCK 71%

Genre: Pinball Sim  
Publisher: Empire • Players: 1-4  
Comment: Er, yeah... it's certainly pinball alright.

## PROJECT OVERKILL 34%

Genre: Shoot 'em-up  
Publisher: Konami • Players: One  
Comment: Dull isometric view shooter. Poor.

## PROJECT X2 69%

Genre: Shoot 'em-up  
Publisher: Ocean • Players: One  
Comment: Fast 2D blaster.

## PSYBADEK 55%

Genre: Racing  
Publisher: Psygnosis • Players: One  
Comment: Suffers from lack of gameplay and direction.

## PSYCHIC DETECTIVE 31%

Genre: Adventure  
Publisher: EA • Players: One  
Comment: Interactive movie adventure, not convincing.

## PSYCHIC FORCE 58%

Genre: Beat 'em-up  
Publisher: Acclaim • Players: 1-2  
Comment: Interesting concept goes sadly unfulfilled.

## PUMA STREET SOCCER 45%

Genre: Sports Sim  
Publisher: Infogrames • Players: 1-8  
Comment: Unremarkable four-a-side footie game.

## Q

## QUAKE II 87%

Genre: 1st person shooter  
Publisher: Activision • Players: 1-2  
Comment: Fantastic conversion of a tired game.

## Q-BERT 21%

Genre: Puzzle / arcade  
Publisher: Hasbro • Players: 1-2  
Comment: Another installment of the renowned crap-orama series.

## R

## R-TYPES 87%

Genre: Shoot 'em-up  
Publisher: Virgin • Players: One  
Comment: Ass-kicking horizontal retro shooter.

## R-TYPE DELTA 90%

Genre: Shoot 'em-up  
Publisher: Irem • Players: One  
Comment: The mutha of retro updates - class!

## RAGE RACER 89%

Genre: Racing  
Publisher: Namco • Players: One  
Comment: Third instalment of the Ridge Racer series.

## RAGING SKIES 52%

Genre: Flight Sim  
Publisher: Warner • Players: One  
Comment: Not particularly brilliant.

## RAIDEN 61%

Genre: Shoot 'em-up  
Publisher: Ocean • Players: One  
Comment: Not bad playability, terrible graphics.

## RAINBOW SIX 54%

Genre: 1st person shooter  
Publisher: Take 2 • Players: One  
Comment: An insult to the memory of the PC version.

## RAILROAD TYCOON II 71%

Genre: Resource Management  
Publisher: Rockstar • Players: One  
Comment: Sim city with trains - one for the PC crew.

## RALLY CHAMPIONSHIP 72%

Genre: Racing  
Publisher: EA • Players: 1-2  
Comment: Poor second cousin to Colin McRae.

## RALLY CROSS 57%

Genre: Racing  
Publisher: Sony • Players: 1-4  
Comment: Poor man's V-Rally, below average overall.

## RALLY CROSS 2 65%

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: Better than RC1, but still not enough.

## RAMPAGE WORLD TOUR 53%

Genre: Platformer  
Publisher: GT Interactive • Players: 1-2  
Comment: Solid but dated conversion of arcade classic.

## RAPID RACER 76%

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: Extremely fast-paced water-based racer.



## RESIDENT EVIL 3: NEMESIS

Taking the multi-million selling zombie franchise about as far as it can go on the PlayStation, this is nonetheless a worthy continuation of the series, which sees heroine of the first game, Jill Valentine, back in Raccoon City, battling against mutated zombie creatures once more. It's all much as before, only this time round the action has been stepped up greatly, with the emphasis on all-out action. New features include a dodge feature and an option for creating your own ammunition by combining various types of gunpowder. Again, using pre-rendered backgrounds, the game is a real stunner, with the only downside being the fact that the game is much shorter than the others (an estimated eight hours of play).

## RAPID RELOAD 47%

Genre: Shoot 'em-up  
Publisher: Sony • Players: 1-2  
Comment: Old, dated, unremarkable.

## RASCAL 66%

Genre: Platformer  
Publisher: Psygnosis • Players: One  
Comment: A frustrating platformer aimed at kids.

## RAYMAN 29%

Genre: Platformer  
Publisher: Ubi Soft • Players: One  
Comment: 16bit platform adventure on a 32bit machine.

## RAY STORM 67%

Genre: Shoot 'em-up  
Publisher: Sony • Players: 1-2  
Comment: Visually stunning, yet shallow shoot 'em-up.

## RAY TRACER 78%

Genre: Racing  
Publisher: Sony • Players: One  
Comment: Update of Chase HQ. Limited but good fun.

## RC STUNT COPTER 75%

Genre: Helicopter Sim  
Publisher: Interplay • Players: One  
Comment: Engrossing, challenging, at times rewarding.

## READY 2 RUMBLE 89%

Genre: Boxing sim  
Publisher: Midway • Players: 1-2  
Comment: Great arcade boxing fun.



## REBEL ASSAULT 30%

Genre: Shoot 'em-up  
Publisher: Virgin • Players: One  
Comment: Appalling waste of a perfectly good license.

GEARED UP

# PROTECTOR 2

BY LOGIC 3  
PRICE: £24.99

The baby brother of their Predator 2 - also reviewed this month - this is a scaled-down version with all the same features (minus the foot pedal) but in a much more manageable size. We reckon it's a little more accurate too, so at the price it's a pretty safe bet if you're in the market for a gun. Incidentally, with Bio Hazard: Gun Survivor out on import, and Time Crisis 2 and Ghouls 'n Ghosts on the way, there's never been a better time to own a lightgun for your PlayStation (provided you don't already have one, obviously).





**REBOOT 80%**

Genre: Adventure  
Publisher: EA • Players: One  
Comment: A short-lived, but enjoyable game.

**RELOADED 58%**

Genre: Shoot 'em-up  
Publisher: Gremlin • Players: 1-2  
Comment: Sequel to Loaded, almost exactly the same.

**RENEGADE RACERS 51%**

Genre: Racing  
Publisher: Interplay • Players: 1-2  
Comment: Giving more ammunition to Dreamcast owners.

**RESIDENT EVIL 92%**

Genre: Adventure  
Publisher: Virgin • Players: One  
Comment: A classic, proves games for grown-ups work.

**RESIDENT EVIL: DIRECTOR'S CUT 75%**

Genre: Adventure  
Publisher: Virgin • Players: One  
Comment: Not worth buying if you have the first one.

**RESIDENT EVIL 2 93%**

Genre: Adventure  
Publisher: Virgin • Players: One  
Comment: Every bit as enjoyable as its predecessor.

**RESIDENT EVIL 3: NEMESIS 84%**

Genre: Adventure  
Publisher: Eidos • Players: One  
Comment: Fast-paced thrilling gore-fest, but not long enough.

**RETRO FORCE 56%**

Genre: Shoot 'em-up  
Publisher: Psygnosis • Players: 1-4  
Comment: Retro in concept, retro in quality.

**RETURN FIRE 72%**

Genre: Action  
Publisher: Time Warner • Players: 1-2  
Comment: Great two-player military action/strategy.

**REVOLUTION X 4%**

Genre: Light Gun Shooter  
Publisher: Acclaim • Players: 1-2  
Comment: Nothing of a revolution.

**RE-VOLT 30%**

Genre: Dinky Racer  
Publisher: Acclaim • Players: 1-2  
Comment: Bag 'o shite racer!

**RIDGE RACER 85%**

Genre: Racing  
Publisher: Namco • Players: One  
Comment: Near-perfect conversion of arcade racer.

**RIDGE RACER REVOLUTION 85%**

Genre: Racing  
Publisher: Namco • Players: 1-2  
Comment: Faster semi-sequel to Ridge. New tracks.

**RIDGE RACER TYPE 4 94%**

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: Welcome update which doesn't disappoint.

**RIOT 74%**

Genre: Sports Sim  
Publisher: Psygnosis • Players: 1-2  
Comment: Futuristic sports simulation. Not bad, going to rock the PlayStation world.

**RISE OF THE ROBOTS 9%**

Genre: Beat 'em-up  
Publisher: Mirage • Players: 1-2  
Comment: Dreadful 2D beat 'em-up.

**RISE OF THE ROBOTS 2 0%**

Genre: Beat 'em-up  
Publisher: Mirage • Players: 1-2  
Comment: On top of the worst.

**RISK 50%**

Genre: Strategy  
Publisher: Hasbro • Players: One  
Comment: Too boring as a game - stick to C&C!

**RIVAL SCHOOLS 82%**

Genre: Beat 'em-up  
Publisher: Virgin • Players: 1-2  
Comment: Cartoon action that's OTT batter-up-tastic!

**RIVEN 73%**

Genre: Adventure  
Publisher: Acclaim • Players: One  
Comment: An intriguing adventure, if a little obscure.

**ROADSTERS 70%**

Genre: Racing  
Publisher: Titus • Players: 1-2  
Comment: Enjoyable, yet lacking in sparkle, or depth.

**ROAD RASH 31%**

Genre: Racing  
Publisher: EA • Players: 1-2  
Comment: Terrible racing game with added motorcycle combat.

**ROAD RASH 3D 60%**

Genre: Racing  
Publisher: EA • Players: 1-2  
Comment: See above.

**ROBO PIT 32%**

Genre: Beat 'em-up  
Publisher: THQ • Players: 1-2  
Comment: It's all a bit lost really.

**ROBOTRON X 70%**

Genre: Shoot 'em-up  
Publisher: GT Interactive • Players: 1-2  
Comment: Solid coin-op, slack PlayStation game.

**ROCK 'N' RIDERS 59%**

Genre: Snowboarding/Rock Sim  
Publisher: FBA • Players: One  
Comment: Bit of a laugh, unless you've bought it.

**ROLLCAGE 92%**

Genre: Racing  
Publisher: Psygnosis • Players: 1-2  
COMMENT: Whooshi! This game is stupidly fast.

**ROLLCAGE STAGE II 92%**

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: Even better than the superlative original.

**ROGUE TRIP 65%**

Genre: Shoot 'em-up  
Publisher: GT Interactive • Players: 1-2  
Comment: Car combat that has its fans (but not many).

**ROSCO MCQUEEN 68%**

Genre: Platformer  
Publisher: Sony • Players: One  
Comment: Rosco McCack more like.

**RUGRATS: SEARCH FOR REPTAR 78%**

Genre: Platformer  
Publisher: THQ • Players: One  
Comment: Ideal platform/puzzler for under-tens.

**RUNNING WILD 38%**

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: Running mild more like.

**RUSHDOWN 67%**

Genre: Sports Sim  
Publisher: Infogrames • Players: 1-2  
Comment: Bum Rush, more like. Downhill Jack of all trades.



**SAMURAI SHOW DOWN III 53%**

Genre: Beat 'em-up  
Publisher: Sony • Players: 1-2  
Comment: The title sounds quite good but that's about it.

**SAMPRAS EXTREME 74%**

Genre: Sports Sim  
Publisher: Codemasters • Players: 1-4  
Comment: Nice to see a license that works quite well.

**SAN FRANCISCO RUSH 32%**

Genre: Racing  
Publisher: GT Interactive • Players: 1-2  
Comment: The Lada Riva of racing games.

**S.C.A.R.S 75%**

Genre: Racing  
Publisher: Ubi Soft • Players: 1-4  
Comment: Cyber Mario Kart but with shoddy handling.

**SENSIBLE SOCCER 53%**

Genre: Sports Sim  
Publisher: GT Interactive • Players: 1-2  
Comment: Dated 16-bit conversion.

**SENTIENT 30%**

Genre: Adventure  
Publisher: Psygnosis • Players: One  
Comment: Good idea, result: Dire!

**SENTINEL 78%**

Genre: Adventure  
Publisher: Psygnosis • Players: One  
Comment: Novel idea that's not entirely successful.

**SHADOW GUNNER 32%**

Genre: Shoot 'em-up  
Publisher: Ubisoft • Players: One  
Comment: Dire Mechwarrior clone.

**SHADOW MASTER 68%**

Genre: Shoot 'em-up  
Publisher: Psygnosis • Players: One  
Comment: Disappointing Doom clone.

**SHAO LIN 62%**

Genre: Beat 'em-up  
Publisher: THQ • Players: 1-8  
Comment: Overly ambitious mix of fighting and RPG elements.

**SHELLSHOCK 36%**

Genre: Shoot 'em-up  
Publisher: EA • Players: One  
Comment: Looks good, but boring in general.

**SIDE BY SIDE 2000 21%**

Genre: Racing  
Publisher: Taito • Players: One  
Comment: Bland, repetitive Jap racer.

**SILENT HILL 92%**

Genre: Adventure  
Publisher: Konami • Players: One  
Comment: Tense, atmospheric gore-fest.

**SIM CITY 2000 63%**

Genre: Strategy  
Publisher: Maxis • Players: One  
Comment: Complex, engrossing resource management.

**SKELETON WARRIOR 10%**

Genre: Platformer  
Publisher: Nightmare • Players: 1-2  
Comment: Toss 2D platformer.

**SKULL MONKEYS 12%**

Genre: Platformer  
Publisher: EA • Players: One  
Comment: Uninventive 2D platformer with few thrills.

**SLED STORM 75%**

Genre: Racing  
Publisher: EA • Players: 1-2  
Comment: Playable twist on the racing theme.

**SMALL SOLDIERS 75%**

Genre: Adventure  
Publisher: EA • Players: 1-2  
Comment: Miniature military madness with some fun moments to be had.

**SMASH COURT TENNIS 86%**

Genre: Sports Sim  
Publisher: Namco • Players: 1-4  
Comment: All hail the king of tennis games.

**SNOW RACER '98 72%**

Genre: Sports Sim  
Publisher: Ocean • Players: 1-2  
Comment: Original and stylish.

**SOUL BLADE 89%**

Genre: Beat 'em-up  
Publisher: Namco • Players: 1-2  
Comment: Unbeatable arcade conversion.

**SOUL OF THE SAMOURAI 69%**

Genre: 3D Adventure  
Publisher: Konami • Players: One  
Comment: Competent ninja romp but Jap text is a barrier.

**SOUTH PARK: CHEF'S LUV SHACK 54%**

Genre: Quiz game  
Publisher: Acclaim • Players: 1-4  
Comment: Funny for a day, then a bit crap really.

**SOUTH PARK RALLY 70%**

Genre: Racing  
Publisher: Acclaim • Players: 1-2  
Comment: Best of the South Park titles and actually good fun.

**SOVIET STRIKE 81%**

Genre: Shoot 'em-up  
Publisher: EA • Players: One  
Comment: Top chopper action in the popular Strike series. The ultimate Strike.

**SPACE HULK 78%**

Genre: Strategy  
Publisher: EA • Players: One  
Comment: 3D blaster with added strategy.

**SPACE DEBRIS 72%**

Genre: Shoot 'em-up  
Publisher: Sony • Players: One  
Comment: Fantastic looking game, but a shorter lifespan than a mayfly.



**KEY:**  
 \*\*\*\*\* JAFFA CAKES  
 \*\*\*\*\* TOFFYPOPS  
 \*\*\* CUSTARD CREAMS  
 \*\* RICH TEA  
 \* DIGESTIVE

ESSENTIAL BUY

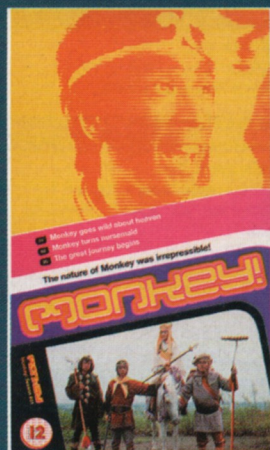
## TITLE: MONKEY

**DISTRIBUTOR:** FABULOUS  
**PRICE:** £13.99

'Born from an egg on a mountain top, the funkiest monkey that ever popped!' Mean anything to you? If the answer is yes, then you do not want to miss out on THE slice of your youth that you are going to want to get re-acquainted with, the wacked out 70s Kung-Fu series, 'Monkey'. Blending martial arts, Buddhist legend, transsexual priests, pigs, monkeys, talking horses and 70's disco, this Japanese TV production has been given a new lease of life on video. This first release contains the first two of the 39 episodes, with further releases imminent during the next few months. As insane and utterly enjoyable as remembered - a rarity; a recommended retro re-issue.

**RATING:** \*\*\*\*\*

JIM



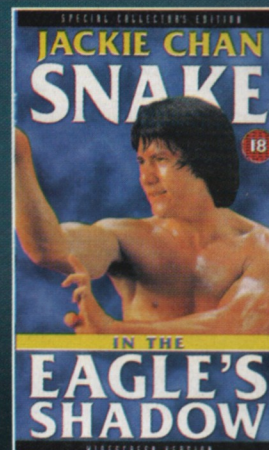
## TITLE: SNAKE IN THE EAGLE'S SHADOW

**DISTRIBUTOR:**  
**PRICE:** £19.99

Jackie Chan's breakthrough flick, and what has come to be regarded as one of the best traditional Kung-Fu movies of the late 70s. Marking the debut of Chan's now trademark union of action and comedy, this became the blueprint for the development and eventual re-birth of Hong Kong cinema. Although many will find the slapstick psychological comedy and baffling Cantonese sense of humour extremely distracting, the completely daft nature of the plot and the amazing fight scenes are reason enough to add this to your shopping list. The first in a series of Hong Kong action classics getting the DVD treatment, and certainly a fine way to kick things off.

**RATING:** \*\*\*\*\*

JIM



ESSENTIAL BUY

## TITLE: GO

**DISTRIBUTOR:** COLUMBIA TRISTAR DVD  
**PRICE:** £19.99

Having started his career at the top with the fantastic 'Swingers', Doug Liman's second feature seemed destined to disappoint. Told in a sequence of 'Pulp Fiction' cribbed flashbacks, this darkly comic piece blissfully involves the viewer and invokes both sympathy and interest for the seemingly empty and all too perfect teen cast. A impressive second feature. Cool, but this ain't money, babe.

**RATING:** \*\*\*

JIM



## TITLE: BIG DADDY

**DISTRIBUTOR:** COLUMBIA TRISTAR DVD  
**PRICE:** £19.99

Another money-spinner for the Midas man of the moment, Adam Sandler. Far slushier than the dumb but fun Waterboy, yet Sandler's crude and shouty humour still shines through. Surprisingly vomit free, even the youthful leads (the lad being played by twins?) manage to rise a smile rather than your lunch. Yes, this is shamelessly yukky and played out to pull on the heart strings, but it's hard not to fall for the sugarc coated bait.

**RATING:** \*\*\*

JIM



## TITLE: THICK AS THIEVES

**DISTRIBUTOR:** HIGH FLYERS  
**PRICE:** RENTAL

Baldwin brother Alec heads up this semi-enjoyable crime romp telling the tale of a theft gone wrong in modern day New York. It's a slow to start flick, but as mob bosses, corrupt cops and street gangs all chip in for a piece of the action, it soon picks up. Passes the time as well as any other. Despite the aftertaste of a could-be-better movie, there are enough comic moments and one-liners to warrant a go.

**RATING:** \*\*\*

WILL



## TITLE: THE POSTMAN

**DISTRIBUTOR:** WARNER BROS DVD  
**PRICE:** £15.99

Strangely, none of the great post-apocalyptic films have concentrated on the essential job that Pat and his mates do. 'The Postman' is a strange mix of action and sentiment that never really grabs you enough to keep you watching for the full two and a half hours. Not bad, but ultimately let down by the weak plot and one of the most disappointing battle scenes ever to grace a film. Go buy 'Mad Max 2' instead.

**RATING:** \*\*

RUSS



## TITLE: HARD TARGET

**DISTRIBUTOR:** UNIVERSAL DVD  
**PRICE:** £19.99

The boy Woo's first action flick made Stateside and certainly the highlight of Van Damme's blockbusting career. 'Hard Target' exceeds all (low?) expectations. Incredibly, Mr Woo's Hong Kong hi-octane style remains undiluted, with mullet-topped Jean Claude relaxing his usual roundhousing in favour of two-fisted gun battles! Hardcore action fans will loath this, but the Boy's Own gang will lap it up.

**RATING:** \*\*\*

JIM



## TITLE: FROM DUSK TILL DAWN 2

**DISTRIBUTOR:** BUENA VISTA DVD  
**PRICE:** £15.99

Having hated the original, hopes for this straight-to-video follow-up were very low, and deservedly so. Clearly shot on a vastly reduced budget, the Z-Grade cast testifying to the lack of bank roll, the injection of pitiful special effects, flat set pieces and irritating POV camera work mean that even the sequel novelty can't save this from an early grave. Makes the original look like a work of art.

**RATING:** ZILCH

JIM



## TITLE: AMERICAN PIE

**DISTRIBUTOR:** UNIVERSAL DVD  
**PRICE:** £19.99

So American high school flicks might not be everyone's cup of tea, but 'American Pie' ranks as one of the best yet. It's viewed like a collection of some of the most inspired comic scenes in recent history, but director Paul Weitz has managed to tie it together really well to give us a film that's hilarious from beginning to end and won't be left gathering dust with the rest of your collection.

**RATING:** \*\*\*\*\*

WILL



## TITLE: AUSTIN POWERS 2: TSWSM

**DISTRIBUTOR:** ENTERTAINMENT DVD  
**PRICE:** £24.99

No real surprises here - you all know what to expect from Mike Myers' most recent vehicle. Expect plenty of cheap nob gags, generally puerile humour, and basic borrowing of wholesale ideas from old Bond movies. As sequels go, this compares favourably with the first, with just as many laughs per minute. This does come with loads of extras, but at 25 quid, the question is, how much do you want this film?

**RATING:** \*\*

JOE



FLICKS

## TITLE: WILD WILD WEST

**DISTRIBUTOR:** WARNER DVD  
**PRICE:** £19.99

Whicky, whicky wild wild! Will Smith and Barry Sonnenfeld return after the smash hit 'Men in Black' for the infinitely weaker but alright 'Wild Wild West'. Based upon the cult TV show, fusing western and sci-fi genres, the huge budget and special effects take a back seat to a scene crunching Kenneth Branagh and the gorgeous Selma Hayek's arse. Lightweight but whicky whicky worth two hours of your time.

**RATING:** \*\*

JIM



## TITLE: THE CORRUPTER

**DISTRIBUTOR:** ENTERTAINMENT DVD  
**PRICE:** £19.99

Chow Yun Fat, the crowned king of Hong Kong cinema, and 'Marky' Mark Wahlberg team up for this stylish dash through the world of bent cops and Triad traditions set against the backdrop of New York's Chinese district. Plenty of action, car chases and big guns make sure this is an often exciting and engaging film. Chow is as cool as ever, thus action fans need no further reason to check it out.

**RATING:** \*\*\*

RUSS







### SOUTH PARK RALLY

Given the success of recent Mario Kart spin-offs *Speed Freak* and *Crash Team Racing*, it was inevitable that there'd be a string of others. Previous South Park licensed game on the PlayStation have all sucked ass, big time, and while this isn't as bad as the other South Park games, it's no classic either. Nowhere near as fast as *Speed Freaks*, and not half as good looking as *Crash Team Racing*, this offers reasonably high levels of playability at first with a variety of humorous samples, but overall there's very little reason to recommend this over far superior titles such as *CTR* or *Speed Freaks*. Choose wisely!

### SPAWN: THE ETERNAL 54%

Genre: Adventure  
 Publisher: Sony • Players: One  
 Comment: Pants fusion of adventure and beat-'em-up.

### SPEED KING 28%

Genre: Racing  
 Publisher: Konami • Players: 1-2  
 Comment: Tries to be another Wipout but fails.

### SPEED FREAKS 89%

Genre: Cutesy Racer  
 Publisher: Sony • Players: 1-4  
 Comment: Takes Mario's plunger and sticks it right up his exhaust pipe.

### SPEEDSTER 62%

Genre: Racing  
 Publisher: Psygnosis • Players: 1-4  
 Comment: Micro Machines for grown-ups.

### SPIDER 82%

Genre: Platformer  
 Publisher: BMG • Players: One  
 Comment: Semi-3D platformer. Good old fashioned fun.

### SPORTS CAR GT 26%

Genre: Racing  
 Publisher: EA • Players: 1-2  
 Comment: Try hard GT wannabe.

### SPOT GOES TO HOLLYWOOD 41%

Genre: Platformer  
 Publisher: Virgin • Players: One  
 Comment: Poor isometric platformer.

### SPYRO THE DRAGON 90%

Genre: Platformer  
 Publisher: Sony • Players: One  
 Comment: Visually stunning 3D platformer.

### SPYRO 2 91%

Genre: Platformer  
 Publisher: Sony • Players: One  
 Comment: The platformer to own on the PSX.

### STARFIGHTER 3000 48%

Genre: Shoot 'em-up  
 Publisher: Teistar • Players: One  
 Comment: The poor graphics let the whole game down.

### STARWINDER 22%

Genre: Racing  
 Publisher: Mindscape • Players: 1-2  
 Comment: Nice graphics but quickly boring.

### STAR GLADIATOR 61%

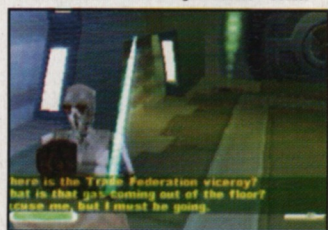
Genre: Beat 'em-up  
 Publisher: Capcom • Players: 1-2  
 Comment: Great graphics, sluggish and limited gameplay.

### STAR OCEAN 70%

Genre: RPG  
 Publisher: Sony • Players: One  
 Comment: Enjoyable and in-depth adventure.

### STARS WARS: EPISODE 1 P.MEN. 60%

Genre: Action / Adventure  
 Publisher: Activision • Players: One  
 Comment: Another waste of a good license - Jesus!



### STARS WARS: MOTK 60%

Genre: Beat 'em-up  
 Publisher: Virgin • Players: 1-2  
 Comment: Uninspiring 3D beat-'em-up.

### STEEL HARBINGER 24%

Genre: Shoot 'em-up  
 Publisher: Mindscape • Players: One  
 Comment: Worse than Loaded.

### STEEL REIGN 80%

Genre: Shoot 'em-up  
 Publisher: Sony • Players: 1-2  
 Comment: Heavy-duty tanks and arcade action.

### STREAK 82%

Genre: Racing  
 Publisher: GT Interactive • Players: 1-2  
 Comment: Everything that Psygnosis should have been.

### STREET SKATER 82%

Genre: Sports Sim  
 Publisher: GT Interactive • Players: One  
 Comment: Perfectly playable skating game..

### STREET FIGHTER ALPHA 67%

Genre: Beat 'em-up  
 Publisher: Virgin • Players: 1-2  
 Comment: Unimpressive version of the SF2 series.

### STREET FIGHTER ALPHA 2 84%

Genre: Beat 'em-up  
 Publisher: Virgin • Players: 1-2  
 Comment: Far better than its predecessors.

### STREET FIGHTER COLLECTION 83%

Genre: Beat 'em-up  
 Publisher: Virgin • Players: 1-2  
 Comment: Retro king of the beat 'em-up.

### STREET FIGHTER COLL. 2 35%

Genre: Beat 'em-up  
 Publisher: Capcom • Players: 1-2  
 Comment: More dated than a dated thing.

### STREET FIGHTER EX 93%

Genre: Beat 'em-up  
 Publisher: Virgin • Players: 1-2  
 Comment: The grand-daddy of them all!

### STREET FIGHTER THE MOVIE 2%

Genre: Beat 'em-up  
 Publisher: Acclaim • Players: 1-2  
 Comment: Dire, crap, no good!

### STREET FIGHTER ZERO 3 75%

Genre: Beat 'em-up  
 Publisher: Capcom • Players: 1-2  
 Comment: Fans will enjoy it.

### STREET RACER 31%

Genre: Racing  
 Publisher: Ubi Soft • Players: 1-8  
 Comment: Opportunity for multiplayer action, but not brilliant.

### STRIKEPOINT 40%

Genre: Shoot 'em-up  
 Publisher: Elite • Players: One  
 Comment: Another in the Strike style, but not as good.

### STRIKER '96 15%

Genre: Sports Sim  
 Publisher: Time Warner • Players: 1-2  
 Comment: Too many faults and too fast.

### SUIKODEN 81%

Genre: RPG  
 Publisher: Konami • Players: One  
 Comment: Enjoyable mix of RPG and strategy elements.

### SUIKODEN II 70%

Genre: RPG  
 Publisher: Konami • Players: One  
 Comment: Above average adventure - not bad.

### SUPERBIKE 2000 61%

Genre: Racing  
 Publisher: EA • Players: 1-2  
 Comment: Another dull bike sim.

### SUPER FOOTBALL CHAMP 8%

Genre: Sports Sim  
 Publisher: Mindscape • Players: 1-4  
 Comment: Oh no!

### SUPER PANG 74%

Genre: Retro Gaming  
 Publisher: Ocean • Players: One  
 Comment: Just the same as the arcade. Same playability.

### SUPER PUZZLE FIGHTER 2 TURBO 90%

Genre: Puzzle  
 Publisher: Virgin • Players: 1-2  
 Comment: Addictive fun, especially with a friend.

### SUPERSONIC RACERS 70%

Genre: Racing  
 Publisher: Mindscape • Players: 1-2  
 Comment: Circuit Breakers is much better.

### SWAGMAN 76%

Genre: Adventure  
 Publisher: Eidos • Players: One  
 Comment: Old-fashioned game that does little to excite.

### SWING 55%

Genre: Puzzle  
 Publisher: Software 2000 • Players: 1-2  
 Comment: Definitely only for puzzle fanatics.

### SYNDICATE WARS 89%

Genre: Strategy/Shoot 'em-up  
 Publisher: EA • Players: 1-4  
 Comment: Excellent mix of strategy and blasting.

### SYPHON FILTER 90%

Genre: Adventure  
 Publisher: Eidetic • Players: One  
 Comment: Excellent variation on MGS.

**T**

### T'AI FU 59%

Genre: Beat 'em-up  
 Publisher: Activision • Players: One  
 Comment: Visually impressive but uninspired scroller.

### TANK RACER 73%

Genre: Racing  
 Publisher: Grolier Interactive • Players: 1-2  
 Comment: Enjoyable racing blaster.

### TARZAN 70%

Genre: Platformer  
 Publisher: Sony • Players: One  
 Comment: Playable enough, ideal for the younger gamer.

### TEKKEN 80%

Genre: Beat 'em-up  
 Publisher: Namco • Players: 1-2  
 Comment: Brilliant 3D beat 'em-up, dated now, mind.

### TEKKEN 2 93%

Genre: Beat 'em-up  
 Publisher: Namco • Players: 1-2  
 Comment: Amazing sequel to the classic original.

### TEKKEN 3 97%

Genre: Beat 'em-up  
 Publisher: Sony • Players: 1-2  
 Comment: The best 3D beat 'em-up yet.

### TEMPEST X3 80%

Genre: Shoot 'em-up  
 Publisher: Interplay • Players: 1-2  
 Comment: Crazy wireframe shoot-'em-up.

### TENCHU: STEALTH ASSASSINS 91%

Genre: Adventure  
 Publisher: Activision • Players: One  
 Comment: Metal Gear Solid with ninjas.

### TENKA 71%

Genre: Shoot 'em-up  
 Publisher: Psygnosis • Players: One  
 Comment: Nothing major, playable enough though.

### TENNIS ARENA 66%

Genre: Sports Sim  
 Publisher: Ubi Soft • Players: 1-2  
 Comment: Well executed tennis simulation.

### TEN PIN ALLEY 70%

Genre: Sports Sim  
 Publisher: EA • Players: 1-4  
 Comment: Bowling, not bad at all, fun even!

### TEST DRIVE 4 78%

Genre: Racing  
 Publisher: EA • Players: 1-2  
 Comment: Good racer, not GT but what is?

### TEST DRIVE OFF-ROAD 40%

Genre: Racing  
 Publisher: EA • Players: 1-2  
 Comment: The graphics spoil the rest.

### TEST DRIVE 4X4 33%

Genre: Racing  
 Publisher: EA • Players: 1-2  
 Comment: Clumsier than a one armed juggler.

### TEST DRIVE 5 82%

Genre: Racing  
 Publisher: EA • Players: 1-2  
 Comment: Competent racer with Ridge Racer influences.



# DIRECTORY



## TOY STORY 2

As far as 3D platformers go, this is far from the best and not as inspired as it could have been either. While graphically pretty sweet, this falls short of greatness due to clumsy camera angles, which can lead to gameplay that is at times both confusing and frustrating. Without the endorsement of Buzz, Woody and Co., it's unlikely that this would have got much of a look in, but given the success of the movie, it's no surprise to see that this has recently rocketed to number two in the UK sales charts. Reasonably challenging and with a wealth of levels, this does, however, provide the younger gamer with a well above average platformer, which should prove enjoyable and engrossing enough for a while.

## TETRIS PLUS 81%

Genre: Puzzle  
Publisher: JVC • Players: 1-2  
Comment: Still as playable as a frisky puppy.

## TETRIS X 71%

Genre: Puzzle  
Publisher: JVC • Players: 1-4  
Comment: You can take it up with three other friends.

## THE FIFTH ELEMENT 51%

Genre: Adventure  
Publisher: Sony • Player: One  
Comment: Dull, contrived, formulaic.

## THE KING OF FIGHTERS 39%

Genre: Beat 'em-up  
Publisher: Sony • Players: 1-2  
Comment: Let's just say it was a bit of a failure...

## THE LAST RESORT 48%

Genre: Adventure  
Publisher: LDA • Players: One  
Comment: Poor point and clicker.

## THE LOST WORLD 70%

Genre: Platformer  
Publisher: EA • Players: One  
Comment: So-so movie inspired platformer.

## THE NOTE 62%

Genre: RPG  
Publisher: Sunsoft • Players: One  
Comment: Laughable attempt at a 3D RPG.

## THE UNHOLY WAR 86%

Genre: Strategy  
Publisher: Eidos • Players: 1-2  
Comment: Electronic Dungeons & Dragons with hexes.

## THEME HOSPITAL 81%

Genre: Strategy  
Publisher: EA • Players: One  
Comment: Funny, bizarre, amusing.

## THEME PARK 79%

Genre: Strategy  
Publisher: EA • Players: One  
Comment: Complete business sim.

## THRASHER: SKATE & DESTROY 80%

Genre: Skateboarding sim  
Publisher: Take 2 Interactive • Players: 1-2  
Comment: Not Tony Hawks, but it's great fun.

## THREE LIONS 78%

Genre: Sports Sim  
Publisher: BMG • Players: 1-2  
Comment: Pretty good but not ISS by a long shot.

## TIGER SHARK 37%

Genre: Shoot 'em-up  
Publisher: GT Interactive • Players: One  
Comment: Basic 3D shoot-'em-up.

## TIGER WOODS '99 62%

Genre: Sports Sim  
Publisher: EA • Players: 1-4  
Comment: Very average celebrity endorsed golf sim.

## TIGER WOODS 2000 74%

Genre: Sports sim  
Publisher: EA • Players: 1-4  
Comment: Much better than '99, but it's still golf.

## TILT 50%

Genre: Pinball Sim  
Publisher: EA • Players: One  
Comment: It's a pinball sim.

## TIME COMMANDO 59%

Genre: Adventure  
Publisher: EA • Players: One  
Comment: First attempts at 3D adventure.

## TINY TANK 72%

Genre: Shoot 'em-up  
Publisher: Sony • Players: 1-2  
Comment: Diminutive tank-blasting antics – pretty good.

## TIME CRISIS 88%

Genre: Shoot 'em-up  
Publisher: Sony • Players: One  
Comment: Classic coin-op conversion.

## TOTAL NO. 1 82%

Genre: Beat 'em-up  
Publisher: Sony • Players: 1-2  
Comment: Impressive beat 'em-up with hi-res visuals.

## TOCA TOURING CARS 81%

Genre: Racing  
Publisher: Codemasters • Players: 1-2  
Comment: Top sports sim racer eclipsed only by its sequel.

## TOCA TOURING CARS 2 95%

Genre: Racing  
Publisher: Codemasters • Players: 1-4  
Comment: Accurate handling and detail – a winner.

## TOKYO HIGHWAY BATTLE 60%

Genre: Racing  
Publisher: THQ • Players: One  
Comment: Naff and inept twist on the racing game.

## TOMB RAIDER 91%

Genre: Adventure  
Publisher: Eidos • Players: One  
Comment: The start of a new era.

## TOMB RAIDER II 92%

Genre: Adventure  
Publisher: Eidos • Players: One  
Comment: Lara back with some new bits – nice.



## TOMB RAIDER III 94%

Genre: Adventure  
Publisher: Eidos • Players: One  
Comment: Still superb after all this time.

## TOMB RAIDER IV 95%

Genre: Action / Adventure  
Publisher: Eidos • Players: One  
Comment: A welcome return to the values of the original, with added polish – superb!

## TOMMI MAKINEN RALLY 20%

Genre: Rally Sim  
Publisher: Europress • Players: 1-2  
Comment: Pitiful Colin McRae clone.

## TOMORROW NEVER DIES 38%

Genre: Action / adventure  
Publisher: EA • Players: One  
Comment: Dire waste of a potentially great license.

## TONY HAWK'S SKATEBOARDING 92%

Genre: Sports sim  
Publisher: Activision • Players:  
Comment: Best skater around by miles!

## TOTAL DRIVIN' 75%

Genre: Racing  
Publisher: Ocean • Players: 1-4  
Comment: Semi sequel to V-Rally, which won through variety.

## TOTAL ECLIPSE 16%

Genre: Shoot 'em-up  
Publisher: BMG • Players: One  
Comment: Poor all round.

## TOTAL NBA 74%

Genre: Sports Sim  
Publisher: Sony • Players: 1-8  
Comment: Basketball. Could have been better.

## TOTAL NBA '96 80%

Genre: Sports Sim  
Publisher: Sony • Players: 1-4  
Comment: Now we are talking, good title all round.

## TOTAL NBA '97 74%

Genre: Sports Sim  
Publisher: Sony • Players: 1-4  
Comment: Looks are improved but gameplay has suffered.

## TOY STORY 2 73%

Genre: Platformer  
Publisher: Activision • Players: One  
Comment: Great looking, slightly formulated movie-licensed platform action.

## TRANSPORT TYCOON 75%

Genre: Strategy  
Publisher: Ocean • Players: One  
Comment: Good effort but Sim City is better.

## TRAP RUNNER 68%

Genre: Puzzle Blaster  
Publisher: Konami • Players: 1-2  
Comment: Likeable but unremarkable Bomberman/Spy vs Spy hybrid.

## TRASH IT 28%

Genre: Platformer  
Publisher: GT Interactive • Players: 1-4  
Comment: Unenjoyable mix of puzzlers and platform.

## TREASURES OF THE DEEP 88%

Genre: Aquatic Adventure  
Publisher: Sony • Players: 1  
Comment: Original underwater shoot-'em-up.

## TRICK 'N' SNOWBOARDER 57%

Genre: Snowboarding sim  
Publisher: Virgin • Players: 1-2  
Comment: Ever seen a zombie snowboarding? This is why.

## TRIPLE PLAY 2000 82%

Genre: Sports Sim  
Publisher: EA Sports • Players: 1-2  
Comment: Baseball game in actually good shocker!

## TUNNEL B1 70%

Genre: Shoot 'em-up  
Publisher: Ocean • Players: One  
Comment: Effects can't mask lack of gameplay variety.

## TWISTED METAL 78%

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: Heady mixture of driving and blowing stuff up.

## TWISTED METAL 2 80%

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: Enjoyable sequel to average original.

## TWISTED METAL 3 67%

Genre: Racing  
Publisher: Sony • Players: 1-4  
Comment: Car combat now running on re-treads.



## UEFA CHAMPIONSHIP SOCCER 82%

Genre: Football Sim  
Publisher: Eidos • Players: 1-4  
Comment: A tad sluggish and nothing to get too excited about.

## ULTIMATE PARODIUS 70%

Genre: Shoot 'em-up  
Publisher: Konami • Players: One  
Comment: Enjoyable.

## UM JAMMER LAMMY 81%

Genre: PaRappa 2  
Publisher: Sony • Players: 1-2  
Comment: Return of the love it/hate it title.



## V2000 85%

Genre: Shoot 'em-up  
Publisher: Grolier • Players: One  
Comment: Shoot 'em ups with brains – whatever next?

## VANDAL HEARTS 82%

Genre: RPG  
Publisher: Konami • Players: One  
Comment: Pleasing mix of RPG and hex-based combat.

## V-BALL 85%

Genre: Sports Sim  
Publisher: Funsoft • Players: 1-2  
Comment: An original sports simulation. Go figure...

## VICTORY BOXING 80%

Genre: Sports Sim  
Publisher: JVC • Players: 1-2  
Comment: Good combination of fighting and training.

## VICTORY BOXING 2 78%

Genre: Sports Sim  
Publisher: JVC • Players: 1-2  
Comment: Goes the distance with Knockout Kings.



**VIGILANTE 8** 82%

Genre: Automotive combat  
Publisher: Activision • Players: 1-2  
Comment: Good sequel – if you liked the original...

**VIRTUAL GOLF** 50%

Genre: Sports Sim  
Publisher: Core • Players: 1-4  
Comment: Dated compared to its sequel.

**VIRTUAL POOL** 68%

Genre: Sports Sim  
Publisher: Interplay • Players: 1-2  
Comment: It's pool alright...

**VIVA FOOTBALL** 87%

Genre: Sports Sim  
Publisher: Virgin • Players: 1-4  
Comment: Tough but rewarding soccer game.

**VMX RACING** 64%

Genre: Racing  
Publisher: Funsoft • Players: 1-2  
Comment: Disappointing re-hash of Moto Racer.

**V-RALLY** 90%

Genre: Racing  
Publisher: Ocean • Players: 1-4  
Comment: The PlayStation's answer to Sega Rally!

**V-RALLY 2: CHAMP. EDITION** 85%

Genre: Racing  
Publisher: Infogrames • Players: 1-4  
Comment: Solid arcade friendly racer.

**VS** 78%

Genre: Beat 'em-up  
Publisher: THQ • Players: 1-2  
Comment: At last, Virtua Fighter on the PlayStation!

**V-TENNIS** 20%

Genre: Sports Sim  
Publisher: Acclaim • Players: 1-2  
Comment: Tennis sim that falls short of the baseline.

**VR BASEBALL** 51%

Genre: Sports Sim  
Publisher: Interplay • Players: 1-2  
Comment: Not close enough to the sport, although graphics are okay.

**VIRUS: IT IS AWARE** 30%

Genre: Action/Adventure  
Publisher: Cryo Interactive • Players: One  
Comment: Dog ugly poor man's Tomb Raider-u don't like.

**W**

**WARCRAFT 2** 85%

Genre: Strategy  
Publisher: EA • Players: One  
Comment: Real-time combat with twist of fantasy role-playing.

**WAR GODS** 58%

Genre: Beat 'em-up  
Publisher: GT Interactive • Players: 1-2  
Comment: MK-style combat into the third dimension.

**WAR OF THE WORLDS** 62%

Genre: Shoot 'em-up  
Publisher: GT Interactive • Players: One  
Comment: Playable, yet ugly conversion of this classic sci-fi franchise.

**WARHAMMER** 87%

Genre: Strategy  
Publisher: Mindscape • Players: One  
Comment: In the same style as C&C.

**WARHAWK** 60%

Genre: Shoot 'em-up  
Publisher: Sony • Players: One  
Comment: Arcade style chopper-based shoot 'em-up.

**WARPATH: JURASSIC PATH** 32%

Genre: Beat 'em-up  
Publisher: EA • Players: 1-2  
Comment: Looks great, plays like a pig – avoid!

**WARZONE 2100** 89%

Genre: Strategy  
Publisher: Eidos • Players: One  
Comment: Strategy game in engrossing shocker!

**WAYNE GRETSKY'S HOCKEY** 71%

Genre: Sports Sim  
Publisher: GT Interactive • Players: 1-2  
Comment: Great title although not as good as NHL '88.

**WCW NITRO** 62%

Genre: Sports Sim  
Publisher: THQ • Players: 1-4  
Comment: Hugely disappointing follow-up.

**WCW/NWO THUNDER** 54%

Genre: Sports Sim  
Publisher: THQ • Players: 1-4  
Comment: Fails to improve on WCW Nitro.

**WCW VS THE WORLD** 82%

Genre: Sports Sim  
Publisher: THQ • Players: 1-2  
Comment: By far the best of the THQ series.

**WCW MAYHEM** 71%

Genre: Sports Sim  
Publisher: EA • Players: 1-2  
Comment: Average grappler with limited moves.

**WILD 9** 74%

Genre: Platformer  
Publisher: Shiny Entertainment • Players: One  
Comment: Different, violent, not bad.

**WILD ARMS** 65%

Genre: RPG  
Publisher: Sony • Players: One  
Comment: Average FFVII clone.

**WING COMMANDER 3** 50%

Genre: Shoot 'em-up  
Publisher: EA • Players: One  
Comment: Very poor flight sim gameplay. Tut, tut...

**WING COMMANDER 4** 68%

Genre: Shoot 'em-up  
Publisher: EA • Players: One  
Comment: Better, but still a case of FMV looking for a game.

**WING OVER** 68%

Genre: Flight Sim  
Publisher: JVC • Players: 1-2  
Comment: Shady arcade flight sim.

**WING OVER 2** 48%

Genre: Flight Sim  
Publisher: JVC • Players: One  
Comment: Patronisingly dull to the extreme.

**WIPEOUT** 87%

Genre: Racing  
Publisher: Psygnosis • Players: 1-2  
Comment: Best videogame ever? Controversial.

**WIPEOUT 2097** 94%

Genre: Racing  
Publisher: Psygnosis • Players: 1-2  
Comment: Best videogame ever? Not so controversial.

**WIP3OUT** 90%

Genre: Racing  
Publisher: Sony • Players: 1-2  
Comment: More of the same, but pretty flawless nonetheless.

**WORLD CUP '98** 82%

Genre: Sports Sim  
Publisher: EA Sports • Players: 1-4  
Comment: The game of the tournament in every respect.

**WORLD CUP GOLF** 47%

Genre: Sports Sim  
Publisher: Ocean • Players: 1-2  
Comment: You will find a lot better elsewhere, without a doubt!

**WORLD LEAGUE BASKETBALL** 31%

Genre: Sports Sim  
Publisher: Mindscape • Players: 1-4  
Comment: Distinctly average basketball sim.

**WORLD LEAGUE SOCCER** 71%

Genre: Sports Sim  
Publisher: Eidos • Players: 1-4  
Comment: Underrated, good title.

**WORMS** 82%

Genre: Strategy  
Publisher: Ocean • Players: 1-4  
Comment: Strategy game with a sense of humour.

**WORMS ARMAGEDDON** 86%

Genre: Strategy  
Publisher: Hasbro • Players: 1-4  
Comment: Welcome return of the cult classic that refuses to go away.

**WRECKING CREW** 69%

Genre: Racing  
Publisher: Telstar • Players: 1-2  
Comment: Good little cartoon racer.

**WUTANG: TASTE THE PAIN** 69%

Genre: Beat 'em-up  
Publisher: Activision • Players: 1-4  
Comment: Not the pick of the bunch, but offers enough appeal for some.

**WWF IN YOUR HOUSE** 39%

Genre: Sports Sim  
Publisher: Acclaim • Players: 1-2  
Comment: Megadrive champ brought out of retirement.

**WWF WRESTLEMANIA** 9%

Genre: Sports Sim  
Publisher: Acclaim • Players: 1-2  
Comment: Go wash your hair instead.

**WWF ATTITUDE** 78%

Genre: Sports Sim  
Publisher: Acclaim  
Comment: Best grapple-fest so far.

**WWF SMACKDOWN** 93%

Genre: Sports sim  
Publisher: THQ • Players: 1-4  
Comment: The undisputed king of the ring.

**WWF WARZONE** 74%

Genre: Sports Sim  
Publisher: Acclaim • Players: 1-4  
Comment: Once the best wrestling game on the PSX.

**X**

**X2** 81%

Genre: Strategy  
Publisher: Ocean • Players: One  
Comment: Addictive alien strategy.

**X-COM: ENEMY UNKNOWN** 82%

Genre: Strategy  
Publisher: Microprose • Players: One  
Comment: Same as above.

**X-COM TFTD** 82%

Genre: Strategy  
Publisher: Microprose • Players: One  
Comment: More of the addictive alien strategy.

**X-GAMES PRO BOARDERS** 62%

Genre: Sports Sim  
Publisher: Sony • Players: 1-2  
Comment: Good fast graphics, not so good controls.

**XENA: WARRIOR PRINCESS** 29%

Genre: Action / Adventure  
Publisher: EA Players: One  
Comment: Inexcusably bad TV show tie-in, avoid!

**XENOGears** 62%

Genre: RPG  
Publisher: Square • Players: One  
Comment: Mediocre RPG-by-numbers.

**XEVIOUS 3D/G+** 68%

Genre: Shoot 'em-up  
Publisher: Sony • Players: 1-2  
Comment: 3D re-invention of the classic blaster.

**X-MEN: COTA** 78%

Genre: Beat 'em-up  
Publisher: Acclaim • Players: 1-2  
Comment: Derivative cartoon beat 'em-up that still manages to amuse.

**X MEN VS. STREET FIGHTER** 65%

Genre: Beat 'em-up  
Publisher: Capcom • Players: 1-2  
Comment: Still just Street Fighter basically.

**Y**

**YO YO'S PUZZLE PARK** 72%

Genre: Puzzler  
Publisher: JVC • Players: 1-2  
Comment: Colourful and fast Jap platform puzzler.

**YUSHA** 59%

Genre: Beat 'em-up  
Publisher: JVC • Players: 1-2  
Comment: All the ingredients are here but the dish is average.

**Z**

**Z** 71%

Genre: Beat 'em-up  
Publisher: Ocean • Players: 1-2  
Comment: Dire 3D fighter, nice robots, very little else.

**ZERO DIVIDE** 61%

Genre: Beat 'em-up  
Publisher: Ocean • Players: 1-2  
Comment: Futuristic beat 'em-up which doesn't really work. Nice try.

**ZERO DIVIDE 2** 49%

Genre: Beat 'em-up  
Publisher: SCE • Players: 1-2  
Comment: Nice droids, shame about the pace.



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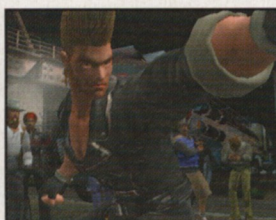
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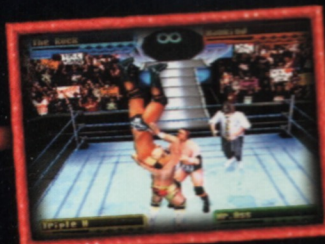
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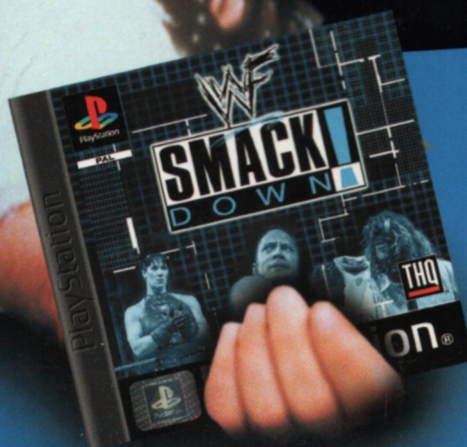
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